-COMIC MUNCH PRESENTS-

TRAINING GEAR:

DIGIMON LINK

PENDULUM PROGRESS

RESEARCH NOTES

SPONSORED, AUTHORED AND DIRECTED BY: **COMIC MUNCH**
TECHNICAL IMPLEMENTATION AND REVERSE ENGINEERING BY: : **CYANIC**

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INTRODUCTION

INTRODUCTION: ABOUT

HELLO, I'M **COMIC MUNCH**, CARTOONIST, ANIMATOR AND AUTHOR OF **TRAINING GEAR: DIGIMON LINK.**

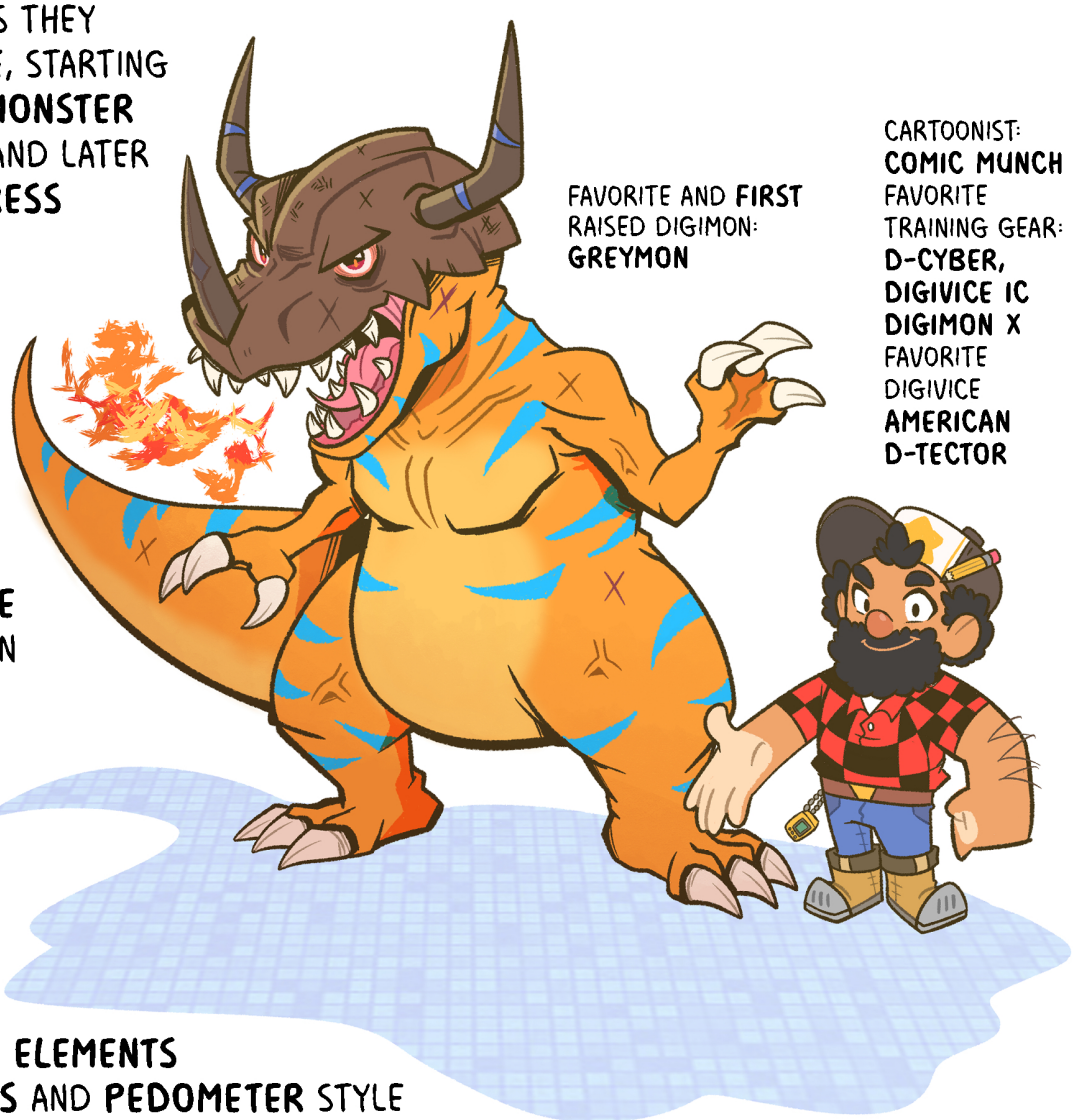
WHAT IS DIGIMON LINK? IT'S **GAME EXPANSION PROJECT,** MEANING IT DOESN'T SLIGHTLY MODIFY THE GAME WITH A LIST OF QUALITY OF LIFE UPGRADES. **NO,** THIS PROJECT **OVERHAULS AND CHANGES** THE END PLAYER EXPERIENCE WITH A LIST OF MY **ORIGINALLY CREATED** GAME LOOPS, **IMMERSIVE** ELEMENTS, **CUSTOM** ART AND GRAPHICS.

WHILE I'M MOST KNOWN FOR **MY ART**, I ALSO SHARE A **DEEP PASSION** FOR **DIGIMON V-PETS** THAT MANY WHO HAVEN'T GROWN UP WITH ME ARE UNAWARE OF.

SINCE THE EARLY 2000'S IN GRADE SCHOOL, I'VE PLAYED **EACH ITERATION** OF THE DIGIMON VPET SERIES AS THEY RELEASED **IN REAL TIME**, STARTING WITH A VER 1 **DIGITAL MONSTER** MY FRIEND GAVE TO ME AND LATER THE **PENDULUM PROGRESS** THAT MY PARENTS IMPORTED FOR ME FOR CHRISTMAS.

IT'S WITH THIS **DEEP LOVE,** EXPERIENCE AND **KNOWLEDGE** OF DIGIMON LCD TOYS AND IT'S **OBSCURE LORE** THAT I'VE MADE DIGIMON LINK, WITH **CODING IMPLEMENTATION** BY **CYANIC**.

AN **IMMERSIVE EXPERIENCE** THAT **COMBINES** THE **GAMIFIED FITNESS** OF THE **VB**, WITH THE **CARE ELEMENTS** OF THE **TRAINING GEARS** AND **PEDOMETER** STYLE ADVENTURES OF EARLY **DIGIVICE** TOYS.


FAVORITE AND **FIRST** RAISED DIGIMON: **GREYMON**
CARTOONIST: **COMIC MUNCH**
FAVORITE TRAINING GEAR: **D-CYBER, DIGIVICE IC DIGIMON X**
FAVORITE DIGIVICE **AMERICAN D-TECTOR**

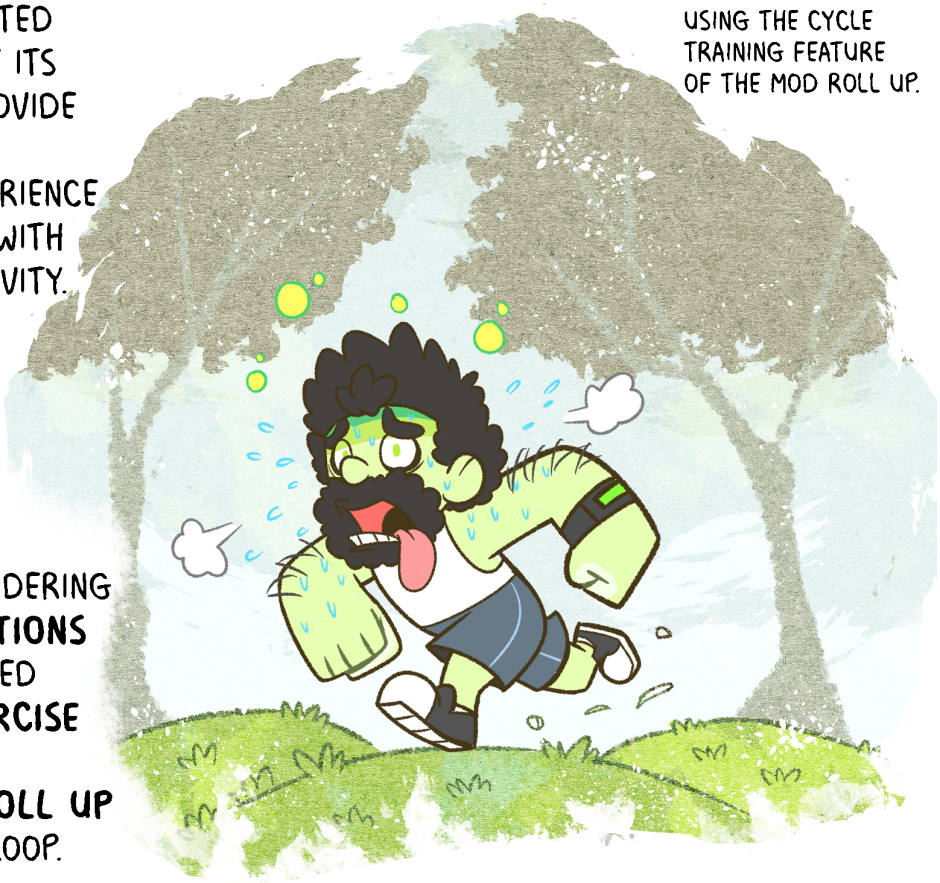
INTRODUCTION: INSPIRATION

THIS STORY BEGINS WITH MY BE'S BUTTONS BEGINNING TO WEAR AFTER A COUPLE OF YEARS OF USE. THIS **SET BACK**, COMBINED WITH VITAL HEROES BEING IN **LIQUIDATION** IN MOST OF THE WESTERN MARKETS MADE ME CONSIDER A **DIFFERENT PATH** THAN JUST PURCHASING A NEW BE.

I THOUGHT TO MYSELF, IF I COULD **CHANGE THE SOFTWARE** OF THE LIQUIDATED VITAL HERO, AND **SUPERCHARGE** ITS GAMEPLAY THEN THAT COULD PROVIDE AN ALTERNATIVE TO PURCHASING **COSTLY** BE'S. OFFERING AN EXPERIENCE THAT WOULD GO EVEN FURTHER WITH GAMEPLAY DEPTH AND INTERACTIVITY.

I ALSO THOUGHT OF THE TIME I HAD SUFFERED A **TEMPORARY BUT SERIOUS ILLNESS** FROM A **TICK BITE,** AND HOW I OVER CAME IT BY DECIDING TO KEEP MY **BODY MOVING,** NOT SURRENDERING TO THE **FEVER, HEART PALPITATIONS** AND **MENTAL FOG**. I REMEMBERED HOW I WAS **MOTIVATED** TO **EXERCISE** VIA THE VITAL BRACELET AND IMPORTANTLY **CYANIC'S MOD ROLL UP** WITH ITS AUTO CYCLE TRAINING LOOP.

COMIC MUNCH
TRAINING AFTER A TICK-BORNE ILLNESS USING THE CYCLE TRAINING FEATURE OF THE MOD ROLL UP.



SEEING HOW THE **GAMIFIED FITNESS** ELEMENTS OF THE VITAL BRACELET SERIES HAD HELPED ME TO NOT ONLY **OVERCOME ILLNESS** BUT HAD INFLUENCED ME OVERALL TO BECOME **MORE HEALTHY** SINCE ITS RELEASE IN 2021, I DECIDED DIGIMON LINK COULD BE **MY CONTRIBUTION,** NOT ONLY AS **A FUN GAME** BUT AS **A FREE SERVICE** TO **ENCOURAGE PUBLIC HEALTH AND FITNESS.**

SO I SET OUT TO NOT ONLY BRING BACK AND BOOST THE VPET CARE ELEMENTS MISSING FROM THE VITAL BRACELET SERIES BUT **PAY FORWARD** WHAT THE VITAL BRACELETS AND CYANIC'S MOD ROLL UP HAD DONE FOR ME. I WENT **STRAIGHT TO THE SOURCE**, OPENING COMMUNICATION WITH CYANIC TO COMMISSION THE PROGRAMMING AND **THE REST IS HISTORY.** SINCE THEN, WE HAVE RELEASED **3 DEFINITIVE HIGH-QUALITY** VERSIONS. **DIGITAL MONSTER PENDULUM** AND **PENDULUM PROGRESS.**

INTRODUCTION: DEVELOPMENT TEAM

COMIC MUNCH

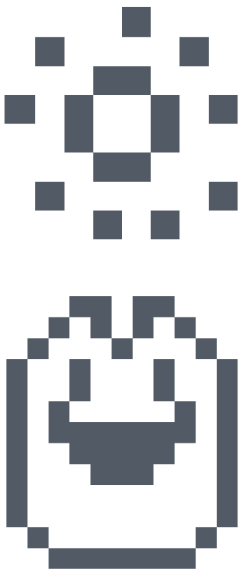
AUTHOR, MAJORITY SPONSOR, DIRECTOR, LAYOUT, SYSTEMS ARCHITECT, GAME LOOPS + BLUEPRINTS, ART & GRAPHICS, MANUAL & VIDEO TRAILERS.

CYANIC

REVERSE ENGINEERING AND TECHNICAL IMPLEMENTATION OF GAME PLANS AND BLUEPRINTS INTO WORKING CODE.

DTATHEMES

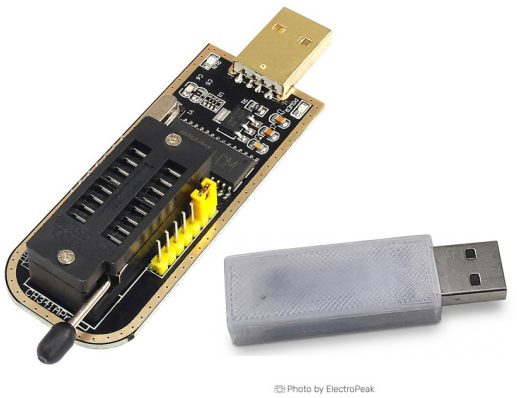
SPECIAL CONTRIBUTOR, PARTIALLY SPONSORED THE DEVELOPMENT OF TRAINING GEAR: DIGIMON LINK PENDULUM.



INSTALLATION

INSTALLATION: DIM PROGRAMMER AND SOFTWARE

WHAT YOU WILL NEED:



THE INSTALLATION PROCESS:

THE INSTALLATION PROCESS IS VERY STRAIGHTFORWARD AND SIMPLE.

1. PLUG THE DIM PROGRAMMER INTO THE USB DRIVE OF YOUR COMPUTER.

2. INSERT THE DIM CARD INTO THE DIM PROGRAMMER.

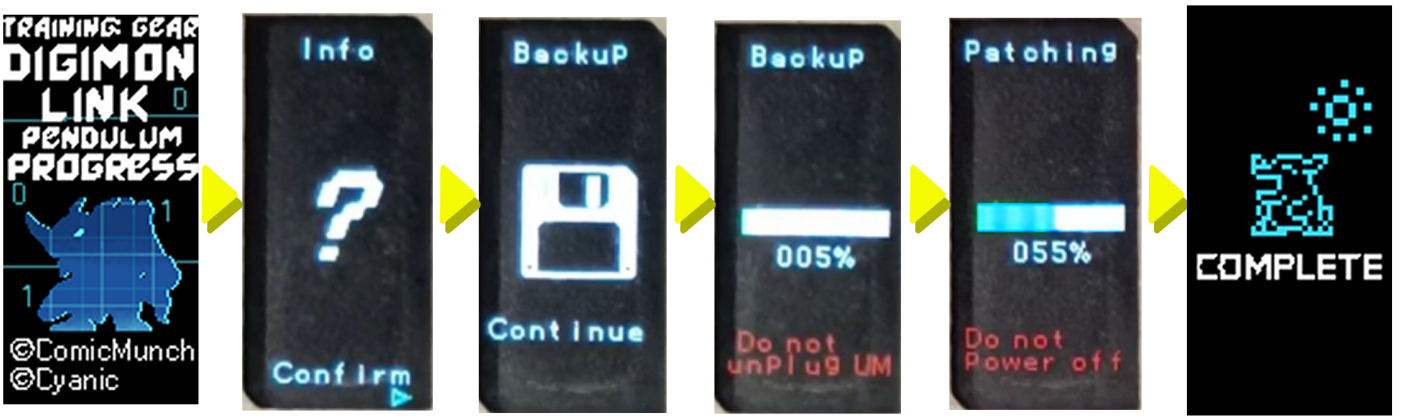
3. USING THE FREE MR. BLINKY / ASPROGRAMMER PROGRAM WRITE THE DIGIMON LINK FILE TO THE DIM.

4. UNPLUG THE DIM AND INSERT IT INTO YOUR VITAL HERO.

5. THE INSTALLATION WILL AUTOMATICALLY BEGIN.

FOR MORE INFORMATION AND TUTORIALS ON THE SPECIFIC PARTS NEEDED, PURCHASE LINKS, SOFTWARE AND VIDEO TUTORIALS ON THE INSTALLATION PROCESS
CLICK HERE.

INSTALLATION: PATCHER



AFTER PLUGGING IN THE DIM CARD INTO YOUR VITAL HERO WITH THE DIGIMON LINK FILE THIS PROCESS WILL POP UP. SIMPLY FOLLOW THE PROMPTS AS THEY APPEAR.

1. FIRST THE PROMPT WILL BE TO CREATE A BACKUP OF THE STOCK VITAL HERO FIRMWARE. THIS IS A PROTECTION MECHANISM WHICH PREVENT ANY BRICKING OF THE DEVICE WHEN INSTALLING AND UNINSTALLING DIGIMON LINK.

2. AFTER THE BACKUP PROCESS YOU WILL BE PROMPTED TO BEGIN THE PATCH, THAT IS THE TECHNICAL TERM FOR THE INSTALLATION. PRESS B AND CONTINUE

3. ONCE THE PATCHER IS FINISHED, YOU WILL BE INSTRUCTED TO UNPLUG THE DIM.

THE NEXT PART IS VERY IMPORTANT.

DIGIMON LINK IS NOW INSTALLED TO THE DIM. WITHIN THE FILE IS THE BACKUP THAT WAS GENERATED IN **STEP 1.** THE BACKUP IS REQUIRED TO REVERT YOUR DIGIMON LINK BACK INTO THE STOCK VITAL HERO.

EACH BACKUP IS GENERATED WITH A **UNIQUE ID.** THAT MEANS **YOU CANNOT** USE 1 BACKUP AS A UNIVERSAL RESTORE ACROSS MULTIPLE VITAL HEROES INSTALLED WITH DIGIMON LINK.

EACH BACKUP CAN ONLY BE USED WITH THE DIRECT DIGIMON LINK VER AND VITAL HERO IT WAS GENERATED FROM.

FOR INSTALLATION SAFETY MENTIONED ABOVE YOU MUST REVERT DIGIMON LINK TO STOCK FIRMWARE TO CHANGE DIGIMON LINK VERSIONS OR APPLY UPDATES. IT'S FOR THESE REASONS ITS IMPORTANT THAT YOU **FOLLOW THESE DIRECTIONS** FAITHFULLY WITHOUT TAKING YOUR OWN LIBERTIES. CONTINUED >

INSTALLATION: BACKUP FILE

TO SECURE YOUR BACKUP FILE, FOLLOW THIS SIMPLE STEP.

NEVER WRITE OVER THE DIM THAT CONTAINS THE BACK UP.

SIMPLY RESERVING THE DIM YOU INSTALLED DIGIMON LINK ON, AND PLACING IT SAFELY WITH YOUR COLLECTION OF OTHER DIMS UNTIL YOU ARE READY TO RESTORE, IS THE SAFEST WAY TO PRESERVE THE RESTORE FILE. IF YOU DON'T HAVE A SPARE DIM CARD THAT YOU CAN RESERVE SPECIFICALLY FOR DIGIMON LINK'S INSTALLATION AND RESTORATION THEN IT IS STRONGLY SUGGESTED THAT YOU BUY A DIM OR A CHEAP DIM SET.

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Bandai Namco - Digimon - Vital Hero DIM Card Pack (Infinite Tide & Titan of Dust)

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Style: **Digimon**

DC | Digimon

AS OF WRITING THIS, YOU CAN PURCHASE AFFORDABLE DIM SETS SPECIFICALLY FOR THIS PURPOSE.

ALL OTHER ADVICE TO SOLELY SAVE YOUR BACKUP TO THE COMPUTER IS **OUTDATED** AND HAS HAD CASES OF FILE CORRUPTION, COMPUTER FAILURE AND OTHER ERRORS. RESERVING AND DEDICATING A DIM TO BE SOLELY USED AS THE INSTALL / BACKUP DIM, AND KEEPING IT IN A SAFE PLACE IS THE ONLY **100% SAFE** METHOD. IF SOMEONE SUGGEST ANOTHER WAY, EVEN IF WELL INTENTIONED THEY ARE **NOT FOLLOWING** THE **OFFICIAL** GUIDELINES.

IF YOU NEVER WRITE OVER YOUR RESTORE DIM, IF YOU WISH TO UNINSTALL DIGIMON LINK OR CHANGE VERSIONS YOU CAN DO SO AT ANYTIME. SIMPLY REMOVE ALL DIGIMON, PLUG THE BACKUP DIM INTO DIGIMON LINK AND YOU WILL BE PROMPTED TO RESTORE. LIKE BEFORE FOLLOW THE PROMPTS.

WHAT HAPPENS IF I DO LOSE MY BACKUP FILE?

NOTHING CATASTROPHIC. YOU WILL STILL HAVE A FULLY FUNCTIONING VITAL HERO WITH DIGIMON LINK.
HOWEVER, YOU SIMPLY CANNOT REVERT TO THE STOCK FIRMWARE, OR APPLY DIGIMON LINK UPDATES OR CHANGE VERSIONS.

USER INTERFACE AND CONTROLS

USER INTERFACE AND CONTROLS

MAIN MENU:

DIGIMON:
OBSERVE YOUR DIGIMON'S INFORMATION, ACTIVITY TYPE, BOND LEVEL, HUNGER, STRENGTH, TRAINED STATS, BATTLE RECORD, BATTLE HEALTH AND DAILY STEPS.

DIET:
YOUR INVENTORY OF DAILY RATIONED AND FOUND FOOD.

TRAIN:
VIEW DAILY TRAINING GOAL, TRAIN STATS AND PENDULUM TRAIN.

ODYSSEY:
PORTAL TO YOUR ADVENTURES ON THE DIGITAL MAP.

CAPSULE:
A CYROCHAMBER THAT SAFELY STORES YOUR DIGIMON AND ALLOWS YOU TO TOGGLE THE EVOLUTION TIMER ON AND OFF.

LINK:
SEND YOUR DIGIMON TO AND FROM THE MAINFRAME APP

BATTLE:
ENGAGE WITH OTHER TAMERS IN BATTLE

ALARM:
HAVE YOUR DIGIMON HELP YOU REMEMBER SOMETHING OR ALERT YOU WITH A SHOUT WITH THE TRUSTY DIGIMON ALARM.

GAME:
HAVE A FUN SPIN WITH THE DIGIMON ROULETTE MINI GAME.

.SYS:
SYSTEM SETTINGS, CHANGE THE ENVIRONMENT, TIME AND OTHER SETTINGS.

USER INTERFACE AND CONTROLS

INSTANT ACCESS PROMPTS ACTIVATED ON HOME SCREEN:

TAP B:
DATE PAGE /
EVOLUTION LIBRARY

HOLD A+B:
TO PUT YOUR DIGIMON TO SLEEP OR HAVE THEM TAKE A NAP

LONG PRESS A:
TOGGLE SOUND ON / OFF

HOLD A:
TO CLEAN POOP DURING A POOP CALL

LONG PRESS B:
TO HAVE INSTANT MOD ROLLUP BATTLE

TAP A + B:
ON DATE PAGE TO TOGGLE BETWEEN 12, 24 AND NO TIME SETTINGS

USER INTERFACE AND CONTROLS

HEART RATE SENSOR:

THE HEART RATE SENSOR IS **NO LONGER FUNCTIONALLY RELEVANT.** DURING EVERYDAY USE IT WILL RUN IN THE BACKGROUND BUT IT WON'T HAVE ANY EFFECT TO THE GAMEPLAY.

YOU **WON'T** LOSE OR GAIN MOOD, VITAL POINTS AND THERE ARE **NO NEGATIVE** CONSEQUENCES FOR NOT WEARING THE WATCH.

THIS MEANS: YOU **DO NOT** HAVE TO APPLY AND TAPE TO TRICK THE SENSOR. WHETHER YOU WEAR DIGIMON LINK ON YOUR WRIST OR WHETHER YOU USE IT IN A SHELL, YOU DO NOT HAVE TO WORRY ABOUT THE HEART RATE SENSOR. YOU ARE NOT GAINING OR LOSING ANY BONUSES. THE HEART RATE SENSOR IS **IRRELEVANT**.

NEW TO PENDULUM PROGRESS:

NOW WHEN YOU ARE IN THE **REPS TRAINING MODE** THE HEART RATE SENSOR WILL **NOT ACTIVATE OR TURN ON**. BEFORE THE HEART RATE SENSOR HELPED CALCULATE YOUR RESULTS, NOW 100% OF THE AMOUNT OF TROPHIES YOU EARN IS DEPENDENT **FULLY ON YOUR MOVEMENT.** NO MORE RANDOM INFLUENCE OF A RANDOM HEART RATE MONITOR. IF YOU EXERCISE WITH THE RIGHT PERFORMANCE YOU WILL BE REWARDED **FAIRLY** AND YOU WILL HAVE EARNED IT..

USER INTERFACE AND CONTROLS

NO DIM CARD DEVICE LIMIT:

~~3 DEVICE LIMIT~~

DIM USE FOR UNLIMITED DEVICES

THERE IS **NO 3 CARD DEVICE LIMIT** THAT YOU WILL FIND ON STOCK DIGIVICE V AND VITAL HERO DEVICES. YOU **CAN USE** DIM CARDS **UNLIMITED TIMES** ACROSS AS MANY TRAINING GEAR: DIGIMON LINK PENDULUM PROGRESS DEVICES **AS YOU'D LIKE.**

USER INTERFACE AND CONTROLS

BATTERY SAVING AND PRIVACY:

LONG PRESS A:
TOGGLE SOUND ON / OFF

DURING TRAINING TAP A+B:
TURNS SCREEN OFF

IN ADDITION TO YOUR TRAINING NO LONGER BEING INFLUENCED BY A RANDOM HEART RATE, BECAUSE THE HEAR RATE SENSOR NO LONGER ACTIVATES YOU WILL **SAVE BATTERY POWER** WHEN DOING REPS.

TO FURTHER **SAVE BATTERY LIFE** YOU CAN TOGGLE **BOTH** THE SCREEN AND SOUND ON AND OFF. NOT ONLY IS IT GREAT FOR BATTERY LIFE, IT'S **WONDERFUL** IF YOU WANT **PRIVACY** WHEN TRAINING.

DIGIMON ALARM

TO ACTIVATE
THE DIGIMON ALARM **NAVIGATE** TO IT IN THE MAIN MENU, FIRST TURN **ON** THE ALARM AND ENTER IN THE TIME AND THE SOUND YOU WOULD LIKE TO **RING**.

ONCE YOUR DIGIMON CALLS
PRESS **ANY BUTTON** TO WAIT FOR ONE MINUTE AND SNOOZE FOR 5 MINUTES.
OR **HOLD EITHER BUTTONS** TO DISMISS.

USER INTERFACE AND CONTROLS

DIGIMON ROULETTE MINI GAME:

PLAY A GAME WITH YOUR DIGIMON. WHEN YOU NAVIGATE TO GAME IN THE MENU YOU WILL BE PRESENTED WITH A **ROULETTE GAME** BASED ON THE DIGIMON INSIDE THE CURRENT DIM.

AS THE DIGIMON SPIN **PRESS B** TO **STOP** THE WHEEL. DO THIS **TWICE** AND SEE IF YOU CAN GET A **MATCH.**

IF YOU CAN YOUR DIGIMON WILL BE **HAPPIER** AND YOU'LL GET A **SPECIAL TREAT.**

FAIL AND YOU WILL **LOSE** SOME OF THE **BOND** YOU HAVE WITH YOUR DIGIMON.

RAISING THE DIGIMON

WHAT IS A DIGITAL MONSTER?:

BEFORE YOU CAN RAISE A DIGITAL MONSTER, YOU **MUST** FIRST KNOW THE TRUE ORIGIN OF **DIGITAL MONSTERS.** ARE YOU **PREPARED TO DIGIMON?** THEN LET'S GO FORWARD WITH THE **ORIGINAL LORE** OF THESE MONSTERS.

BACK IN THE **1990'S** DURING THE MASSIVE GROWTH OF THE **EMERGING INTERNET**

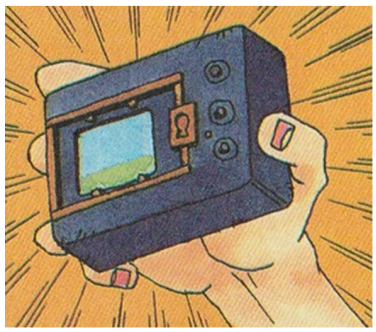
IN THE DEPTHS OF CODE, SCIENTISTS **DISCOVERED** NEW LIFE FORMS.

LIFE FORMS THEY WOULD LATER CALL

DIGITAL MONSTERS.

TO BETTER UNDERSTAND THESE CREATURES THE SCIENTISTS **DRESSED** THE FOREIGN ENTITIES IN **WIRE FRAME AND TEXTURES.**

LATER EARLY RESEARCHERS WENT EVEN FURTHER BY CREATING **PORTABLE MACHINES** AND PROGRAMS CALLED "**DIGIMON CAPTURE** " AND "**DIGIMON LOADER**". TO SIMULATE **ARTIFICIAL** STABLE ENVIRONMENTS IN ORDER TO STUDY THEIR **GROWTH HABITS**. THE SCIENTISTS EVEN WENT AS FAR AS CRAFTING A **WHOLE ARTIFICIAL ISLAND...**



PORTABLE BREEDING DEVICE: TRAINING GEAR

THIS MOMENTUM ***CULMINATED*** INTO THE PUBLIC RELEASE OF THE "**DIGITAL MONSTER**" IN 1997. THE FIRST **PORTABLE RAISING** DEVICE **JAPANESE FANS** CALL **TRAINING GEAR.**

WHAT IS A DIGITAL MONSTER?

WITH THE **BREAK OUT** HIT OF THE TRAINING GEAR "DIGITAL MONSTER" UNITS. THE GENERAL PUBLIC COULD NOW PARTAKE IN THE **DIGIMON RAISING RESEARCH**. THE POPULARITY WAS SO SIGNIFICANT TOURNAMENTS BETWEEN "TAMERS" WAS LAUNCHED CALLED **D-1 GRAND PRIX, VIDEO GAMES** WERE MADE AND AN **ANIME** EVEN HIT THE AIR..

ANIME THAT WOULD INSPIRE THE DEVELOPMENT OF A **NEW SERIES** OF DEVICE CALLED **THE DIGIVICE.** A PORTABLE UNIT THAT WOULD HOUSE **ARTIFICIAL, NON NATURAL DIGIMON** BASED ON THE ANIME THAT DO **NOT REQUIRE CARE.**

DIGIMON LINK SYSTEM

PROGRESS CONTINUED AS NEW LEAPS IN DEVELOPMENT WOULD TAKE PLACE WITH THE **DIGIMON LINK SYSTEM.** A NETWORK DEVELOPED IN THE EARLY. 2000'S THAT ALLOWS TAMERS TO **BRIDGE COMMUNICATION** BETWEEN ANY TYPE OF TRAINING GEAR AND DIGIVICE.

SINCE THEN **MANY** TYPES OF **TRAINING GEAR** AND **DIGIVICES** HAVE BEEN RELEASED TO THE GENERAL PUBLIC. FROM THE PENDULUM, TO THE DIGIMON ACCELERATOR, TO THE DIGIMON X, DIGIMON MINI AND THE **VITAL BRACELET**. TAMERS AROUND THE WORLD HAVE ENJOYED PARTAKING IN THE RESEARCH BY RAISING DIGIMON.

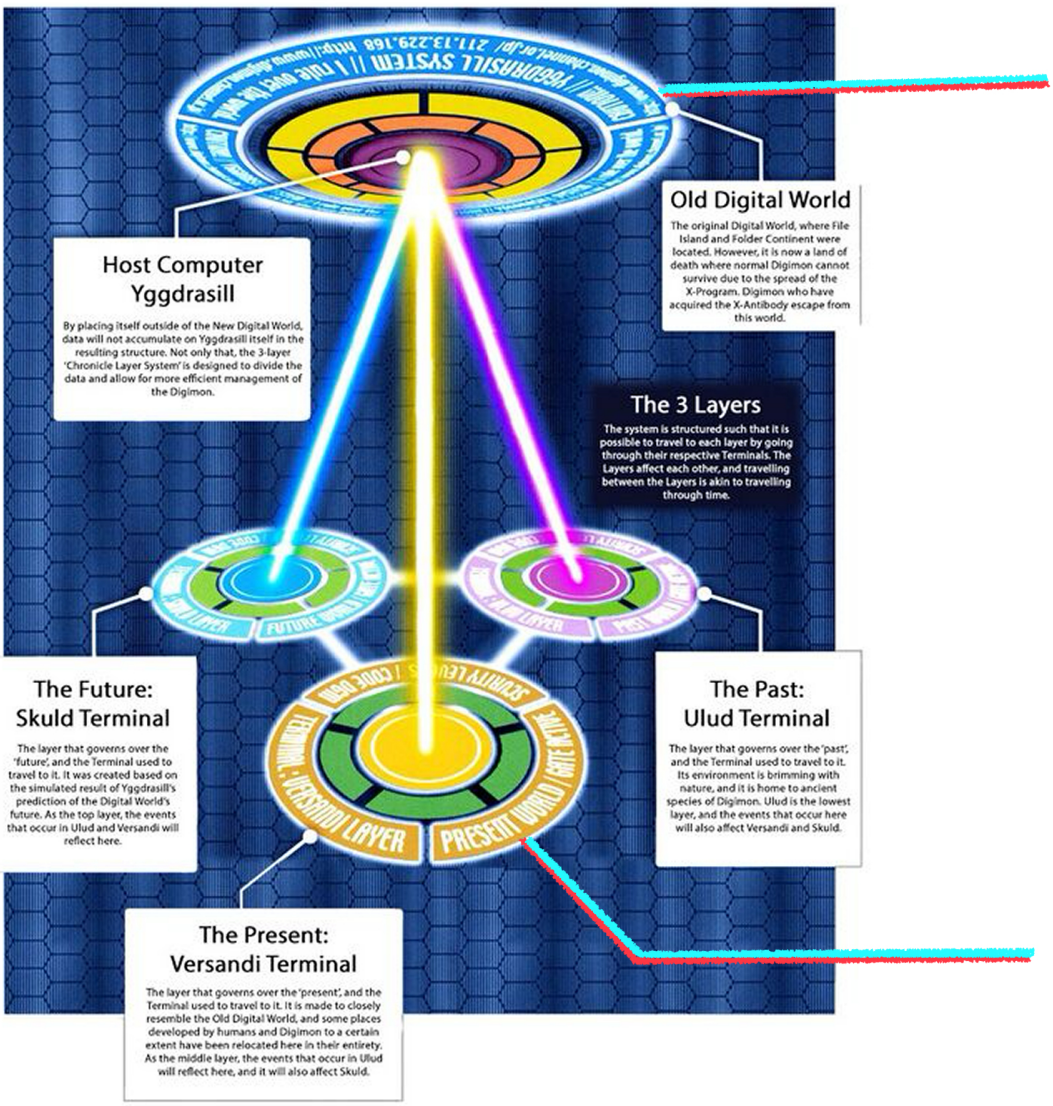
NOW THIS IS WHERE YOU COME IN. WHAT YOU HAVE BEFORE YOU IS A **SPECIAL** AND **ELABORATE** NON OFFICIAL HACK OF A MORE MODERN **TRAINING GEAR** SERIES THE **VITAL BRACELET.**

THE INTRICATE HACK, **TRAINING GEAR: DIGIMON LINK**, WHICH NAME IS A CELEBRATION OF THE HISTORY OF DIGITAL MONSTERS BY **COMBINING** THE JAPANESE FAN TERMINOLOGY FOR V-PET, **TRAINING GEAR**, WITH THE TITLE OF THE COMMUNICATION **DIGIMON LINK SYSTEM**.

NOW WITH **TRAINING GEAR: DIGIMON LINK,** A DEVICE THAT TRANSFORMS **NON CARE ARTIFICIAL** VITAL BRACELET MONSTERS INTO **REAL CARED BASED DIGIMON,** IT'S YOUR TURN TO CONTINUE THE RESEARCH. BE VIGILANT KIND AS YOU RAISE THESE BATTLE MONSTERS AND TOGEATHER THEY WILL BE, **STRONG WITH YOU.**

LOCATION OF DIGIMON LINK PENDULUM PROGRESS:

THE PREVIOUS VERSIONS OF DIGIMON LINK WERE LOCATED ON **FILE ISLAND** IN THE **OLD DIGITAL WORLD.** PENDULUM PROGRESS TAKES PLACE IN A **NEW UNKNOWN** LOCATION IN THE **VERSANDI TERMINAL** LOCATED IN THE **NEW DIGITAL WORLD.** NO OFFICIAL NAME HAS BEEN GIVEN TO THIS **NEW LAND.** HOWEVER SOME INFORMATION HAS BEEN DOCUMENTED, PARTICULARLY THE ACCOUNTS OF **RARE FOOD** UNIQUE TO THIS NEW LOCATION AND REPORTS THAT THE MONSTERS THERE ARE EVEN **STRONGER** THAN THOSE ON THE **CONTINENT OF FOLDER.**


Old Digital World
The original Digital World, where File Island and Folder Continent were located. However, it is now a land of death where normal Digimon cannot survive due to the spread of the X-Program. Digimon who have acquired the X-Antibody escape from this world.
Host Computer Yggdrasill
By placing itself outside of the New Digital World, data will not accumulate on Yggdrasill itself in the resulting structure. Not only that, the 3-layer 'Chronicle Layer System' is designed to divide the data and allow for more efficient management of the Digimon.
The 3 Layers
The system is structured such that it is possible to travel to each layer by going through their respective Terminals. The Layers affect each other, and travelling between the Layers is akin to travelling through time.
The Future: Skuld Terminal
The layer that governs over the 'future', and the Terminal used to travel to it. It was created based on the simulated result of Yggdrasill's prediction of the Digital World's future. As the top layer, the events that occur in Ulud and Versandi will reflect here.
The Past: Ulud Terminal
The layer that governs over the 'past', and the Terminal used to travel to it. Its environment is brimming with nature, and it is home to ancient species of Digimon. Ulud is the lowest layer, and the events that occur here will also affect Versandi and Skuld.
The Present: Versandi Terminal
The layer that governs over the 'present', and the Terminal used to travel to it. It is made to closely resemble the Old Digital World, and some places developed by humans and Digimon to a certain extent have been relocated here in their entirety. As the middle layer, the events that occur in Ulud will reflect here, and it will also affect Skuld.

RAISING THE DIGIMON

NOW,
LET'S BEGIN. FIRST SELECT YOUR DIGI TAMA VIA IT'S CORRESPONDING DIM OR CUSTOM DIM.

WHEN YOU PLUG IN THE DIM INTO YOUR **DIGIMON LINK** **THE DIGIMON LOADER** PROCESS WILL TAKE PLACE.

WHEN IT'S DONE **DIGIMON CAPTURE** WILL SECURE AND INITIALIZE THE DIGI TAMA'S DATA AND DIGI-CORE. AFTER THAT ALL YOU HAVE TO DO IS WAIT.

RAISING THE DIGIMON

BIRTH:

CONGRATS YOUR DIGIMON IS ALIVE!

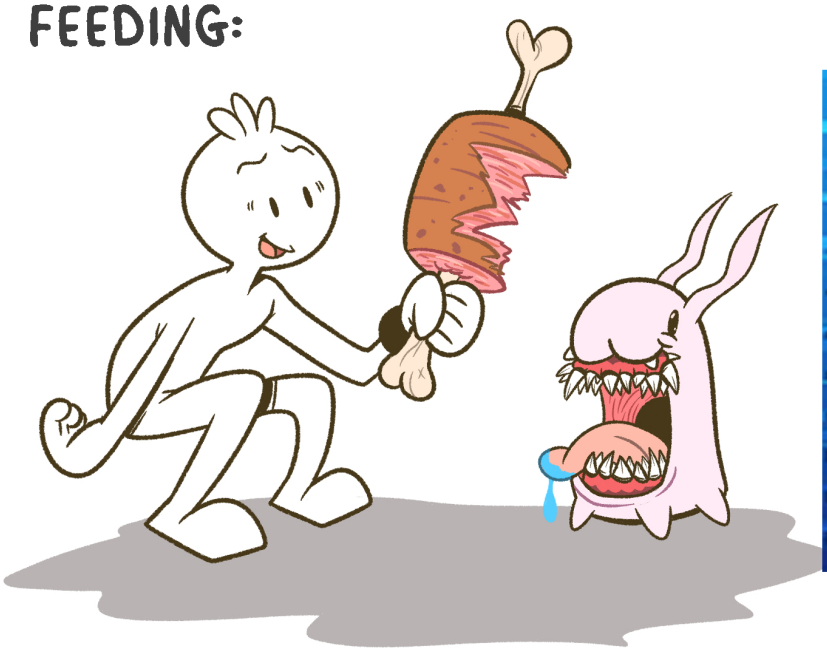
NOW IS **NOT** THE TIME TO CELEBRATE THOUGH, YOUR DIGIMON **NEEDS YOU!** OBSERVE, YOUR DIGIMON IS TELLING YOU THAT IT'S **STARVING**. IF YOU **DON'T** FEED THEM, AFTER SOME TIME THEY WILL **STARVE TO DEATH.** SO WE **BETTER** FEED THEM **NOW!**

DIET

TO FEED WE WILL NAVIGATE TO THE **DIET** MENU.

RAISING THE DIGIMON

FEEDING:



DIGI SHROOM: SLIGHTLY RAISES HUNGER, LOWERS BOND

DIGI MEAT: RAISES HUNGER, RAISES BOND

DIGI PROTIEN: RAISES STATS, RAISES STRENGTH LOWERS BOND, AGES DIGIMON

DIGI HERB: HEALS INJURY, RAISES BOND RAISES HUNGER.

CHAMPIONS: RAISES BOND, SIGNIFICANTLY RAISES HUNGER, LOWERS STRENGTH

ROJO FIRE: LOWERS BOND AND HUNGER. RAISES STRENGTH, TRAINING RESULTS X2 FOR A BURST OF TIME.

MEDI CANDY: REMOVES + HEALS INJURY, RAISES MOOD, RESTORES DIGI-CORE BATTLE HEALTH

DAILY RATIONS AND FOUND FOOD

WHEN YOU PROMPT THE FEED MENU YOU WILL BE PRESENTED WITH YOUR **INVENTORY** OF **DAILY RATIONS** AND FOUND FOOD. SCROLL BY **PRESSING A** AND SELECT BY **PRESSING B.**

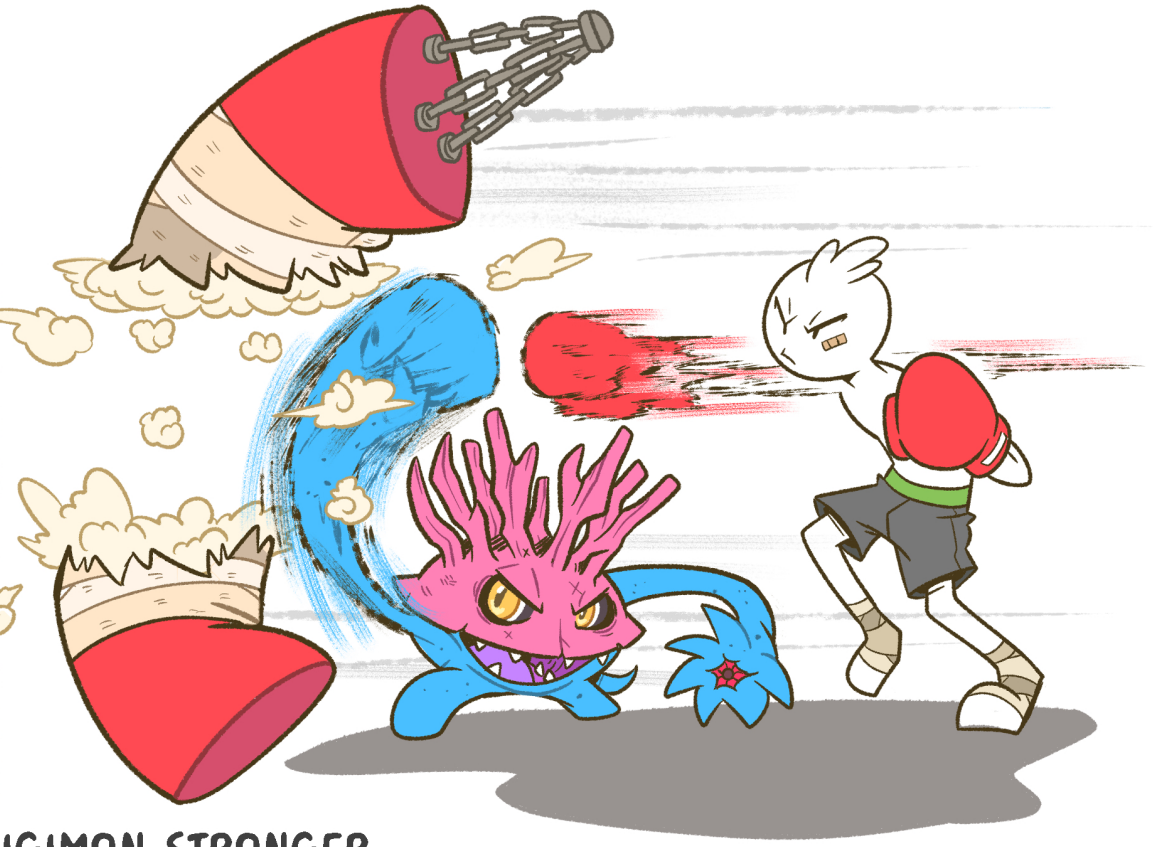
EACH FOOD ITEM WILL HAVE A **DIFFERENT EFFECT** ON YOUR DIGIMON. SOME IS GIVEN AND SOME ARE SPECIAL AND CAN ONLY BE FOUND IN THE **ODYSSEY** MAPS AND WILL **ONLY APPEAR** IF YOU HAVE A STOCK OF X1.

AS YOUR **TRAINING RANK** GOES UP, SO WILL YOUR DAILY RATION AMOUNT. IN **FOOD SHORTAGE EMERGENCIES** WALK **700 STEPS** AND YOU WILL PICK UP A **DIGI SHROOM**

BE MINDFUL AS HOW YOU MANAGE YOUR DIGIMON'S HUNGER WILL **INFLUENCE YOUR BOND** WITH THEM.

RAISING THE DIGIMON

TRAINING:



MAKING YOUR DIGIMON STRONGER

NOW THAT YOU HAVE GIVEN YOUR DIGIMON A MEAL, IT'S TIME TO **TRAIN** YOUR DIGIMON AS IT'S STRENGTH IS VERY LOW. AS SIGNALED BY **THE DUMBBELL CALL.** YOU CAN EITHER **REACH** A **CERTAIN** AMOUNT OF **STEPS** BASED ON ACTIVITY TYPE **OR TRAIN** TO RAISE STRENGTH.

TRAIN

IF YOU GO THE TRAINING ROUTE, **NAVIGATE** TO THE **TRAIN** MENU.

ONCE THERE YOU WILL FIND A VARIETY OF OPTIONS. TO RAISE YOUR DIGIMON'S STRENGTH WE'LL **FOCUS** ON THE **REPS** AND **PENDULUM** TRAINING OPTION.

DAILY GOAL

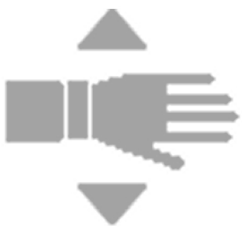
MEET THE GOAL AND RAISE YOUR DIGIMON'S STATS.

REPS

PREFORM PHYSICAL EXERCISE TO RAISE STATS AND STRENGTH.

COACH

MOTIVATE OR DISCIPLINE YOUR DIGIMON.



PENDULUM

PRACTICE SHAKE COUNT AND RAISE STATS AND STRENGTH.

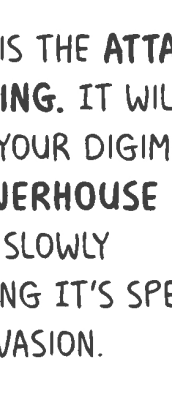
REPS AND RAISING STATS:

REPS

LET'S GO TO THE REPS SUB SECTION FIRST. WHEN THERE YOU WILL HAVE **PLENTY** OF TRAINING OPTIONS. TO SCROLL THE PHYSICAL **EXERCISE TYPE PRESS A** THEN TO TOGGLE WHAT **TYPE OF STATS** YOU WANT TO TRAIN **TAP A+B.** THERE'S **TWO** TYPES TO CHOOSE FROM.

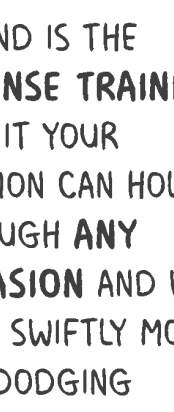
POWER TRAINING

FIRST IS THE **ATTACK TRAINING.** IT WILL MAKE YOUR DIGIMON A **POWERHOUSE** WHILE SLOWLY TRAINING IT'S SPEED AND EVASION.



SHIELD TRAINING

SECOND IS THE **DEFENSE TRAINING.** WITH IT YOUR DIGIMON CAN HOLD THROUGH **ANY OCCASION** AND WILL MORE SWIFTLY MODIFY IT'S DODGING ABILITIES.



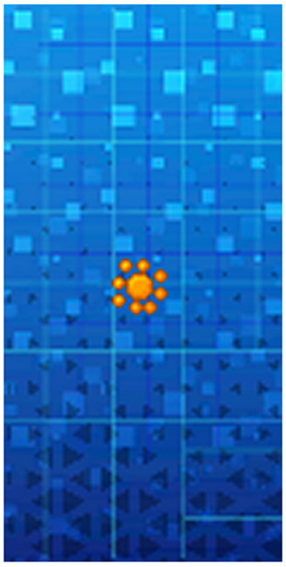
WITH THE **MOD ROLL UP** PLUG IN, THE TRAINING REPS WILL CONTINUOUSLY CYCLE. **HOLD B** TO EXIT.

RAISING THE DIGIMON

PRAISE AND SCOLD:

COACH

ONE OPTION IN THE NEXT SUB SECTION OF TRAIN, **COACH,** WILL **ALSO HELP** YOU TO **RAISE** YOUR DIGIMON'S **STRENGTH.**



PRAISE:

THIS FIRST OPTION WILL ALLOW YOU TO **CHEER ON** YOUR DIGIMON, THIS **WON'T** BOOST THIER **STRENGTH** BUT IT WILL **IMPROVE** YOUR **BOND** WITH YOUR DIGIMON. **MORE** ON THAT **LATER.** HOWEVER, **USE WISELY AS** PRAISE WILL ACTUALLY **LOWER** THIER STRENGTH AND EVEN IT'S **HUNGER.** YES, THEY MAY START GETTING **THIRSTY.** IF YOU **PRAISE TOO MUCH** YOUR DIGIMON MAY EVEN BECOME **COCKY** AND IN NEED OF **DISCIPLINE.**

SCOLD:

NOW THIS OPTION **WILL ALLOW** YOU TO **DISCIPLINE** YOUR DIGIMON AND **RAISE** IT'S **STRENGTH** EASILY. **BE WARNED,** IT WILL **WEAKEN THE BOND** WITH YOUR DIGIMON AND IF DONE ENOUGH CAN EVEN **HURT** OR **END** THIER LIFE.

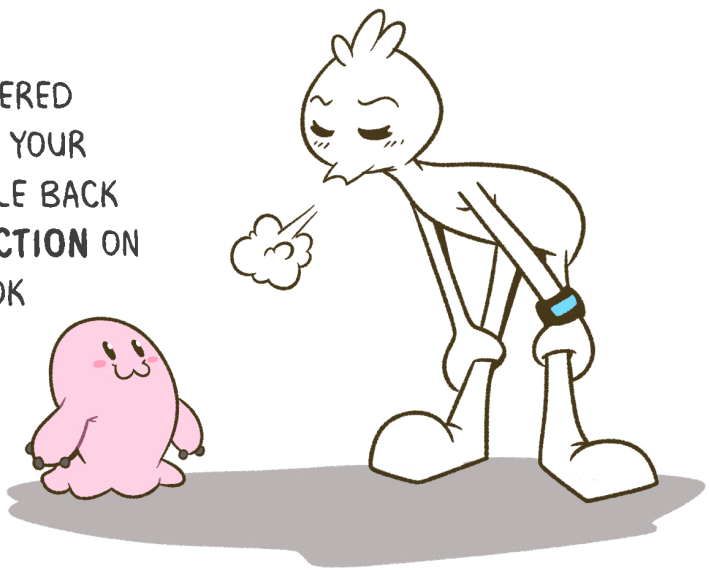
RAISING THE DIGIMON

PENDULUM TRAINING:

THE FINAL SUB MENU IN THE TRAIN SECTION IS **PENDULUM TRAINING.** LIKE **REPS**, PENDULUM TRAINING WILL ALLOW YOU TO **RAISE** YOUR DIGIMON'S **STRENGTH SAFETY** AND **RAISE STATS.** THERE ARE **THREE SPECIAL** SHAKE NUMBERS FOR EACH DIGIMON **ACTIVITY TYPE,** PRACTICE TO FIND THEM ALL.

VERY GOOD

NOW THAT YOU'VE COVERED THE **BASIC NEEDS** OF YOUR DIGIMON WE CAN CIRCLE BACK TO THE **DIGIMON SECTION** ON THE MAIN MENU TO LOOK AT SOME **IMPORTANT** INFORMATION ABOUT YOUR **DIGITAL PAL.**



RAISING THE DIGIMON

FLUSHING POOP:

OH WAIT! LOOKS LIKE YOUR DIGI PAL HAS TO TAKE A **DIGI DUMP**. **BEFORE** WE GO TO THE DIGIMON SECTION WE NEED TO TAKE CARE OF THIS **FIRST!**

IT'S IMPORTANT TO TAKE YOUR DIGIMON TO THE **TOILET** BEFORE A CERTAIN TIME. IF YOU DON'T, **YOUR BOND** WILL WEAKEN AND THEY WILL GET **INJURED.** QUICKLY **HOLD A** ON THE HOME SCREEN TO **FLUSH** THEIR **DISCOMFORT AWAY.**

DIGIMON, AGE AND ACTIVITY TYPE:

DIGIMON

ONCE IN THE DIGIMON MENU WE CAN LOOK AT SOME **VITAL** INFO. LIKE THE **ATTRIBUTE TYPE** AND THE **AGE** OF YOUR DIGIMON WHICH IS **IMPORTANT,** AS DIGIMON DIE WITH TIME LIKE ALL REAL CREATURES.

ALSO VIEWABLE IS THE **ACTIVITY TYPE** WHICH IS THE UNIQUE PERSONALITY YOUR DIGIMON IS BORN WITH AND IT WILL EFFECT **MANY THINGS.**

LAZY: NEEDS THE MOST FOOD AND THE LEAST AMOUNT OF EXERCISE. SLEEPS THE MOST.

INDOOR: EATS NORMALLY AND REQUIRES LITTLE EXERCISE. SLEEPS MORE THAN MOST.

NORMAL: STANDARD EATING, TRAINING AND SLEEP HABITS.

ACTIVE: REQUIRES A GOOD AMOUNT OF FOOD AND EXERCISE. SLEEPS LESS THAN MOST

STOIC: SELDOM HUNGRY, OR SLEEPY. NEEDS SIGNIFICANT EXERCISE.

RAISING THE DIGIMON

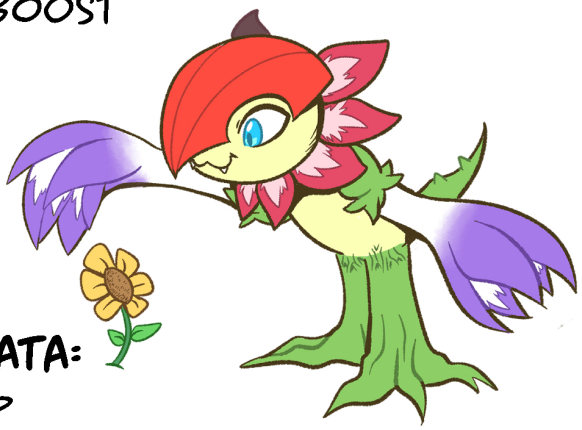
DIGIMON ATTRIBUTES:

DIGIMON COME IN A SELECTION OF **FILE TYPES.** VACCINE, DATA, VIRUS AND FREE TYPE.

VACCINES PROTECT THE SYSTEM LIKE AN ANTI VIRUS, **DATA** PRESERVES THE SYSTEM AND STABILIZES IT. **VIRUS** TYPES AGGRESSIVELY CHANGE THE SYSTEM VIA DATA CORRUPTION AND **FREE TYPES** JUST DO THEIR OWN THING.

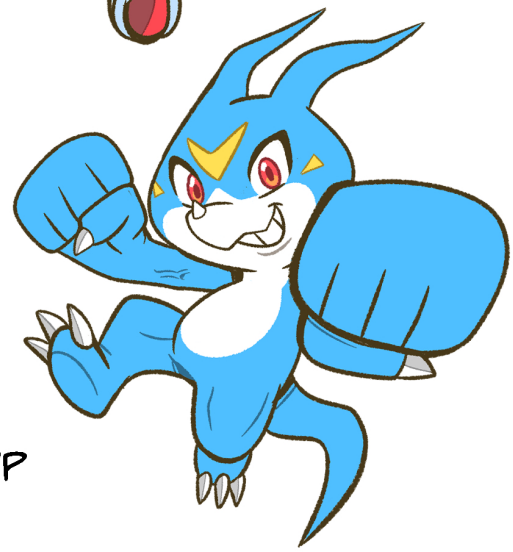
THESE SPECIAL **DIGIMON ATTRIBUTE ABILITIES** APPLY TO BOTH **YOUR DIGIMON**, ENEMIES IN **ODYSSEY AND INSTANT BATTLES** AND APPLY IN PVP **VS DIM** BATTLES.

VACCINE:
AP
BOOST



DATA:
HP
BOOST

VIRUS:
DP
BOOST



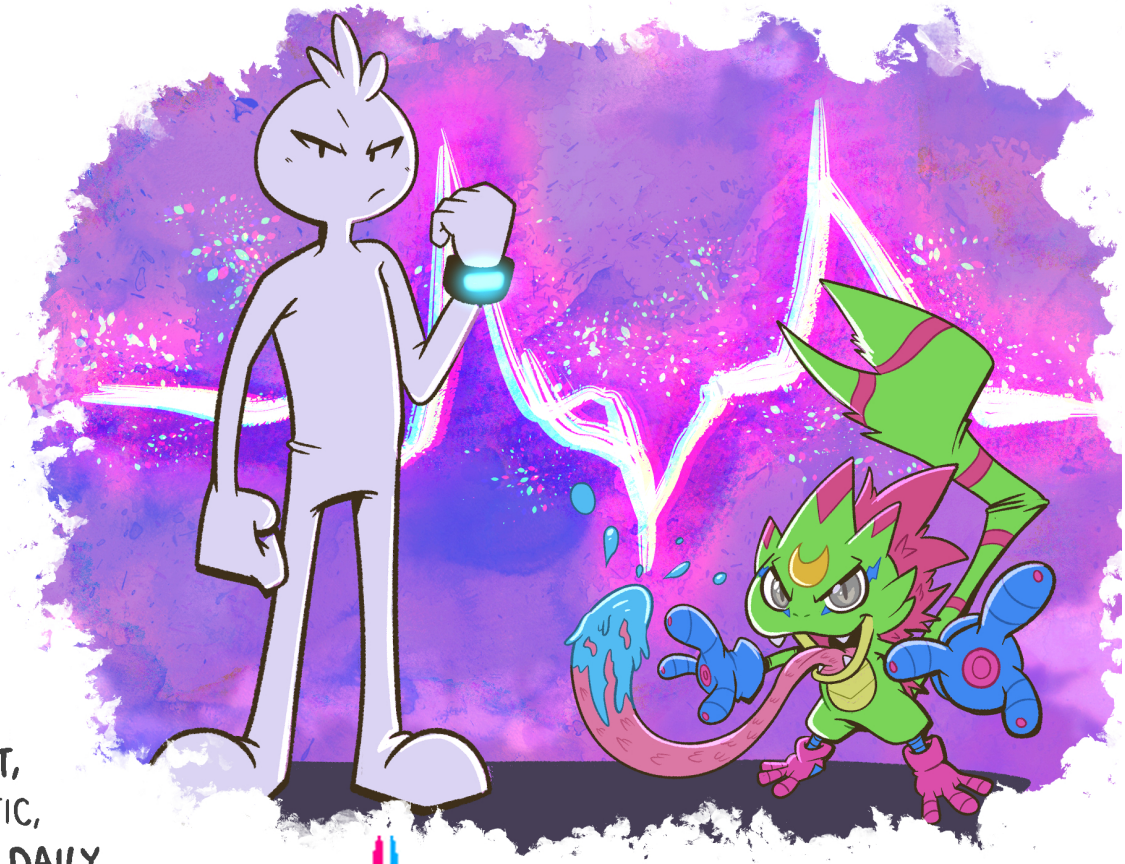
FREE:
AP, HP, DP
BOOST

YOUR DIGIMON CAN **ONLY ACCESS** THE **SPECIAL ATTRIBUTE POWER** IF THEIR **PULSE BOND** IS **95 - 100.** ONCE ACTIVATED THE POWERS WILL **SCALE IN POWER** WITH YOUR **DUMBBELL** COUNT.

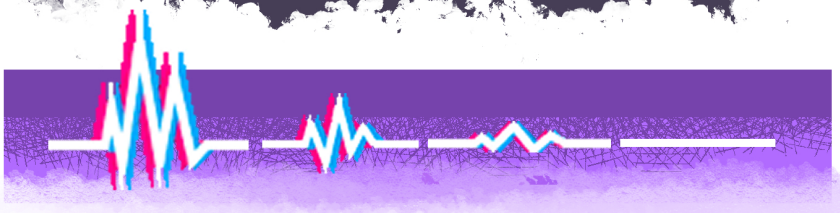
WITH **ATTRIBUTE POWER, CUSTOM STAT TRAINING** AND **PENDULUM POWER** YOU CAN CREATE A TRULY **UNIQUE BATTLE STRATEGY** FOR YOUR DIGIMON.

DIGIMON BOND PULSE:

NEXT YOU WILL SEE SOMETHING **VERY, VERY** IMPORTANT. YOUR **BOND PULSE** LEVEL WITH YOUR **DIGIMON.** THIS IS YOUR PERSONAL **CONNECTION** WITH YOUR DIGIMON. IT'S **VITAL** THAT YOU KEEP AN EYE ON THIS AS IT WILL AFFECT **EVOLUTION ROUTES,** IF YOUR DIGIMON GETS A **BOOST** IN **BATTLE** AND HOW MUCH **HEALTH** YOUR DIGIMON LOSES AFTER DEFEAT.



JUST LIKE A **REAL PET,** YOUR BOND ISN'T STATIC, **EVERY** PART OF YOUR **DAILY INTERACTION** WILL HAVE AN EFFECT ON YOUR BOND WITH YOUR DIGIMON. HOW YOU **FEED** AND **TRAIN** THEM, WHETHER YOU REMEMBER TO **TUCK** THEM IN AT NIGHT, **CLEAN** THEIR **POOP.** PRAISING AND SCOLDING, WHEN YOU WIN AND LOSE A BATTLE, WHAT YOU SPECIFICALLY **FEED** YOUR DIGIMON. **EVERYTHING** WILL EFFECT YOUR BOND. TAKE CARE TO RAISE YOUR DIGIMON **WITH LOVE.**



IN THE **HIGH RANGE** YOU DIGIMON WON'T LOSE MUCH HEALTH AFTER BATTLE AND GET A **POWER BONUS.**

LOSE A BATTLE WHILE YOUR DIGIMON IS IN **FLATLINE** AND THEY COULD INSTANTLY DIE.

DEPENDING ON THE **TIME OF DAY,** EACH **ACTIVITY TYPE** WILL **GROW** IN BOND LEVEL WHEN **TRAINING** LOOK FOR THE SIGNS TO FIND WHAT TIME OF DAY YOUR DIGIMON **LOVES TO TRAIN.**

HUNGER AND STRENGTH METERS:

HERE YOU WILL FIND THE **HUNGER AND STRENGTH METERS**. THEY WILL GIVE YOU THE **MOST** ACCURATE DIAGNOSIS OF YOUR DIGIMON'S CURRENT **NEEDS.**

AS TIME GOES EACH METER WILL **NATURALLY DRAIN**. HOW FAST EACH METER WILL DRAIN WILL **DEPEND** ON THE **DIGIMON'S ACTIVITY TYPE.**

FAIL TO FEED, YOUR DIGIMON WILL **STARVE,** FAIL TO TRAIN, YOUR DIGIMON WILL **LOSE TRAINED STATS.**

5 FULL HEARTS

DIGIMON'S BOND WILL GROW, HIGHER WITH HUNGER LESS SIGNIFICANTLY WITH STRENGTH.

4 - 4.5 HEARTS

DIGIMON'S BOND WON'T CHANGE

3 - 3.5 HEARTS

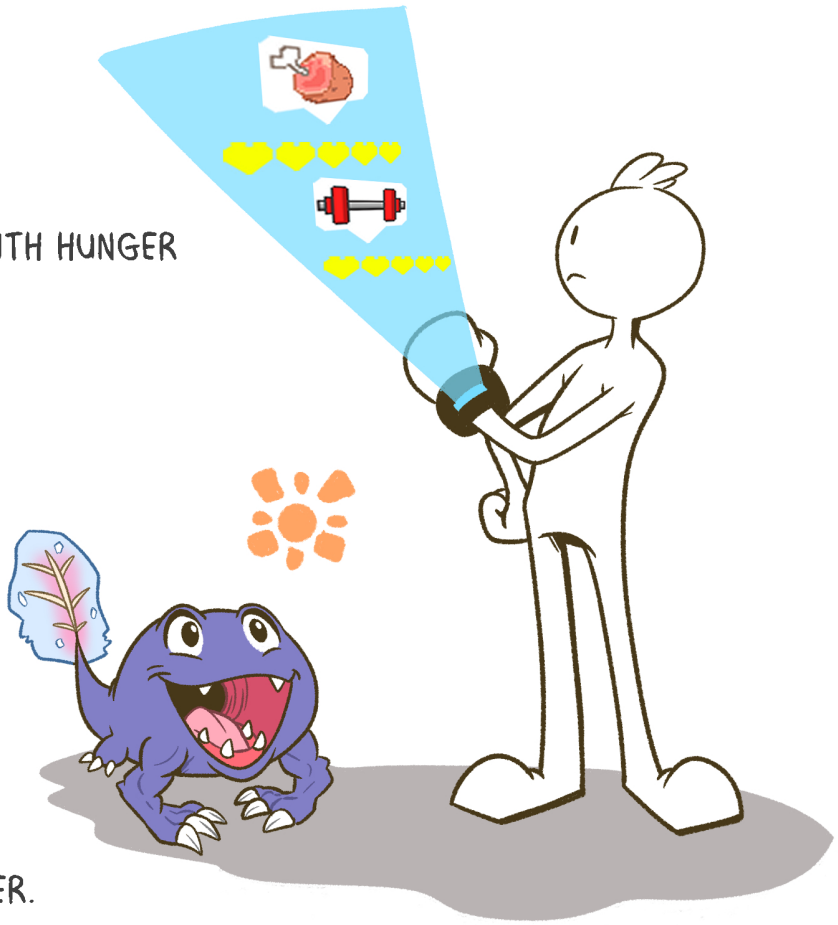
DIGIMON'S BOND WILL SLIGHTLY STRAIN

.5 - 2.5 HEARTS

DIGIMON'S BOND WILL GREATLY STRAIN

0 HEARTS

BOND WILL PLUMMET. DIGIMON WILL STARVE TO DEATH OVER TIME OR LOSE TRAINED STATS DEPENDING ON THE METER.



TRAINING STATS, BATTLE AND STEPS:

AFTER THE METERS YOU WILL SEE THE **TRAINED STATS** AND **BATTLE RECORD** PAGES. ON THE TRAINED STATS INDEX YOU WILL SEE YOUR **DIGIMON'S RANK** SHOWN AS THE EMBLEM AT THE TOP OF THE PAGE. BELOW THAT YOU WILL SEE YOUR **DUMBBELL TROPHY COUNT**. THAT COUNT WILL BE IMPORTANT AS IT WILL **DETERMINE** HOW **STRONG** YOUR **PENDULUM SHAKES** ARE IN BATTLE.

THE BATTLE RECORD PAGE WILL SHOW YOUR DIGIMON'S BATTLE RECORD AND **DIGI-CORE HEALTH**. IF YOU **LOSE** BATTLES THE HEARTS WILL **CHIP AWAY** BASED ON YOUR **BOND LEVEL.**

THE MORE HEART PIECES YOU LOSE, THE MORE LIKELY YOUR DIGIMON **WILL DIE.** BELOW THAT IS YOUR DIGIMON'S **INJURY** COUNT GET **FOUR** IN A DAY AND YOUR DIGIMON IS **DONE** FOR.

THE LAST PAGE IN THE DIGIMON STATUS MENU IS THE **STEP COUNTER** PAGE. THIS WILL UNLOCK THE **DIGIVICE** POWERS OF **TRAINING GEAR: DIGIMON LINK**.

WHEN YOU REACH **15K, 20K** AND **25K** STEPS YOU'LL BE ABLE TO TRIGGER **BURST EVOLUTION** ONCE EACH TIME. AT **15K** STEPS YOU WILL ALSO **UNLOCK** A ***RARE FRUIT*** THAT WILL REVERT YOUR DIGIMON **BACK** TO **CHILD STAGE** AT **MIDNIGHT.**

EVOLUTION:

WELL **LOOK AT THAT**. YOUR DIGIMON IS **EVOLVING** SOON YOU WILL HAVE A **CHILD STAGE** DIGIMON. AT THIS STAGE YOUR DIGIMON CAN **BATTLE** AND EXPLORE THE MAP IN **ODYSSEY!**

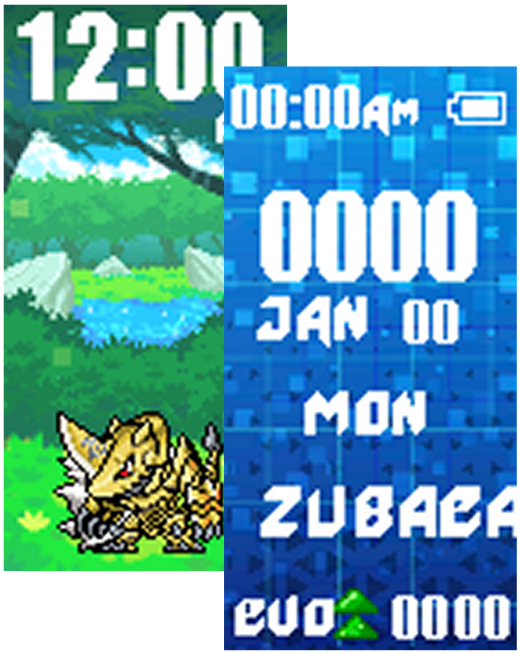
BEFORE THAT, LET'S GO OVER THE **BASICS OF EVOLUTION**. FIRST, IN **TRAINING GEAR: DIGIMON LINK** EVOLUTION CAN **NOT** BE STOPPED ONCE THE DIGIMON IS SET TO EVOLVE. THIS IS BECAUSE THE MONSTERS IN THE DIGIMON LINK SYSTEM ARE **NATURAL TYPES** THAT BEHAVE LIKE **REAL** CREATURES WHERE **EVOLUTION** AND **ENTROPY** ARE UNAVOIDABLE FORCES.

FURTHER, IF YOUR DIGIMON IS SET TO EVOLVE BUT **CANT** BECAUSE IT DIDN'T **MEET ANY REQUIREMENTS** THEY WILL AGE, PUTTING THEM CLOSER TO DEATH. **BE MINDFUL** AS YOU RAISE YOUR DIGIMON.

BEFORE WE **TRAVEL THE MAP** LET'S LOOK AT THE **EVOLUTION LIBRARY.**

EVOLUTION LIBRARY:

TO NAVIGATE TO THE **EVOLUTION PAGES,** GO TO HOME AND **PRESS B.** FROM THERE **PRESS A.**



FROM THERE YOU WILL SEE YOUR DIGIMON'S CURRENT EVOLUTION FIGURES. IF YOU **WALKED ENOUGH STEPS** TO TRIGGER THE **DIGIVICE EVOLUTION BURST** YOU WILL SEE AN **EVO** UNDER YOUR ACTIVE DIGIMON.

TO ACTIVATE THE BURST EVOLUTION **HOLD A** ON THIS PAGE AND **VERY SOON** YOUR DIGIMON WILL EVOLVE.

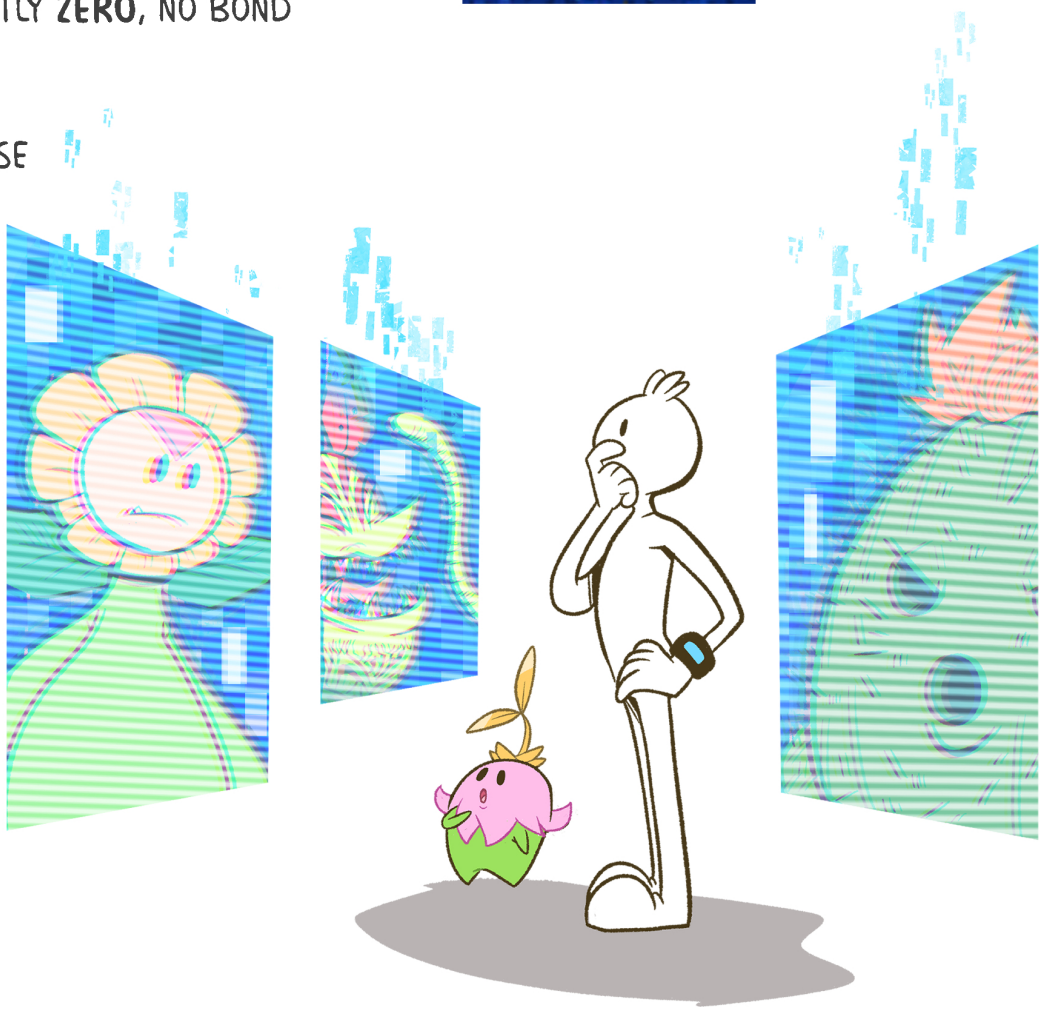
EVOLUTION LIBRARY:

BEYOND YOUR **ACTIVE DIGIMON'S EVO STATS,** CONTINUE TO **PRESS A** TO PROCEED TO VIEW THE EVOLUTION ROUTES YOUR DIGIMON CAN EVOLVE TO.

YOU WILL NOTICE THAT THE BOND LEVEL REQUIREMENTS WILL EITHER BE **80, 50, 30 OR ZERO.**

THAT MEANS **80** AND ABOVE, **50** AND ABOVE, **30** AND ABOVE AND LASTLY **ZERO**, NO BOND REQUIREMENT.

REMEMBER AS YOU RAISE DIGIMON, **THE BOND** IS NOT STATIC. SO, YOU CAN **RESTORE AND LOWER** IT VIA **CARE** AND **OTHER ACTIONS** ALL THE WAY UNTIL THE **TIME OF EVOLUTION.**



RAISING THE DIGIMON

JOGRESS:

BEYOND YOUR ACTIVE DIGIMON'S EVO STATS YOU'LL FIND **JOGRESS REQUIREMENTS** IF YOUR DIGIMON HAS THEM.

TAKE NOTE: IF YOU ARE RAISING **TWO DIGIMON** AND YOU WOULD PREFER THEY **DON'T JOGRESS,** GO TO YOUR **ACTIVE DIGIMON'S EVO STAT** PAGE.

WHERE IT SAYS **JOG.**
TAP A+B AND IT WILL **TOGGLE** TO **NO.**
NOW YOU CAN RAISE TWO DIGIMON WITHOUT THE HASSLE OF BEING FORCED TO JOGRESS.

RAISING THE DIGIMON

ODYSSEY:

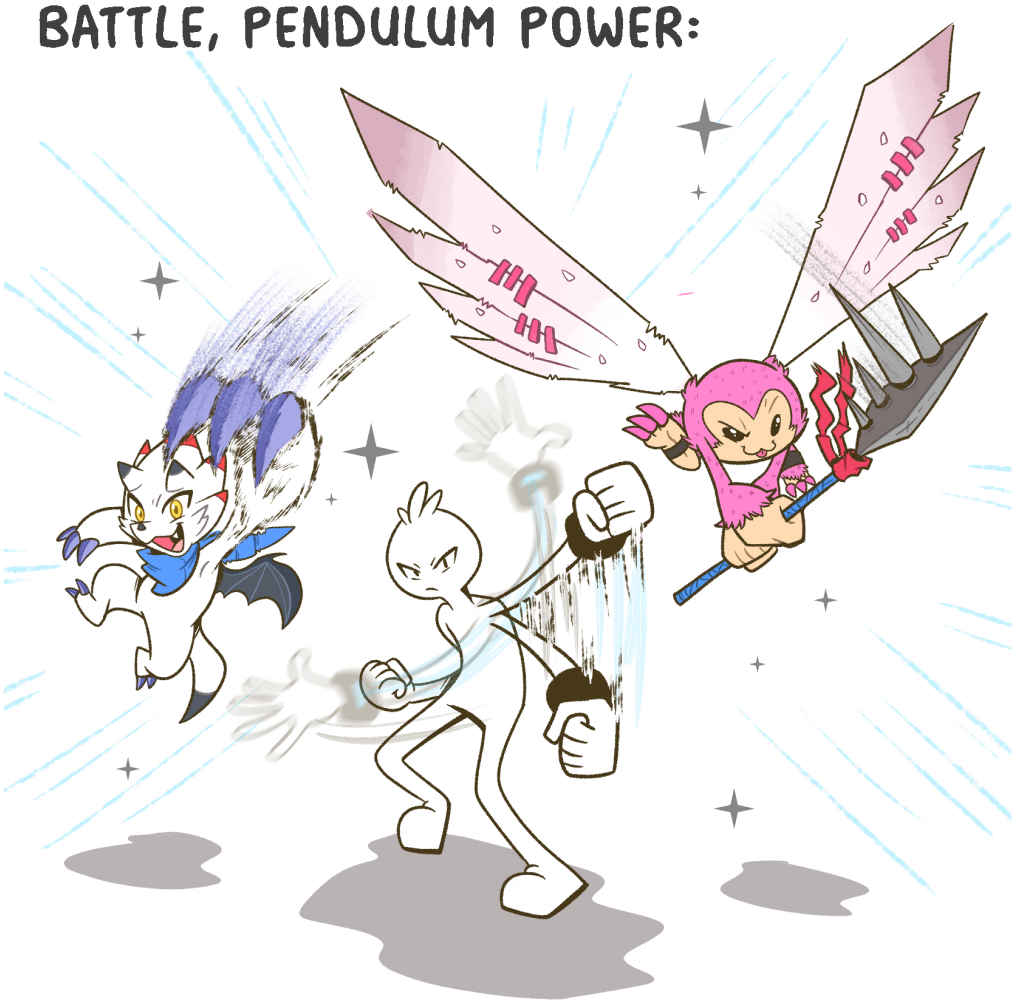
OH LOOK! YOUR DIGIMON IS ASKING TO GO ON AN **ADVENTURE** IN THE **ODYSSEY MAP.**

ODYSSEY

IF YOU **COMPLETE** A MAP STAGE WHEN YOUR DIGIMON HAS THE **ADV CALL** YOU WILL GET A **SPECIAL TREAT** AND A **STAT BOOST**. SO LET'S GO! THIS IS ALSO A **GOOD OPPORTUNITY** TO GO OVER THE **ODYSSEY** MENU OPTION. THE **PORTAL** TO THE DIGIMON HABITATS LOCATED **INSIDE** THE DIM.

IN **ODYSSEY,** ONCE YOU SELECT YOUR MAP STAGE, AS YOU WALK OR RUN TOWARDS THE BOSS YOU WILL **ENCOUNTER** SPECIFIC ENEMY DIGIMON, **BASED** ON THE TIME OF DAY, WHO WISH TO **HALT YOUR PROGRESS**. IF YOU WIN YOU CONTINUE DOWN THE MAP! IF YOU LOSE YOU MUST **GO BACK** SOME STEPS. SAME WITH **THE BOSS.** EVERY ONCE IN A WHILE YOU WILL ENCOUNTER **RARE** DIGIMON THAT WILL SEND YOU **FORWARD** IN STEPS IF YOU DEFEAT THEM.

BATTLE, PENDULUM POWER:



LOOKS LIKE IT'S TIME FOR YOU AND YOUR DIGIMON'S **FIRST BATTLE.**

TIME TO PUT YOUR **PENDULUM TRAINING** TO THE TEST. YOU CAN PROMPT YOUR DIGIMON TO ATTACK IN **THREE** DIFFERENT **BATTLE STYLES.** THE SHAKE AS MENTIONED BEFORE IS BASED ON YOUR **DIGIMON'S ACTIVITY** TYPE, SMALL HINT. THE NUMBERS ARE NOT HIGHER THAN 30.

WHEN YOU REACH THE RIGHT NUMBER AND STOP SHAKING, DIGIMON LINK WILL **LOCK IN** AND **REGISTER** YOUR SHAKE IN **3 SECONDS,** SAVING YOU TIME AND BUTTON PRESSES. USE **PENDULUM POWER** IN **COMBINATION** WITH YOUR POWER AND SHIELD STAT TRAINING AND **DISCOVER** THE MANY BATTLE COMBINATIONS.

MEGA HIT

BOOST HP AND DP THE MORE DUMBBELLS YOU HAVE.

TERA SHOT

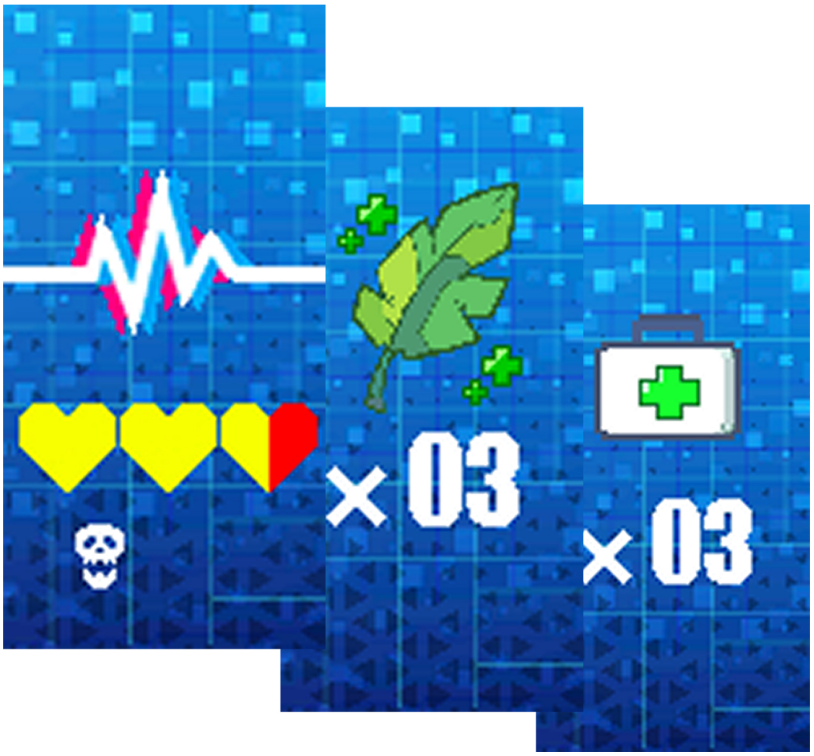
LAUNCH A SPECIAL MOVE AT START OF BATTLE, BOOST AP THE MORE DUMBBELLS YOU HAVE.

TEAM STRIKE

BOTH YOUR DIGIMON ATTACK, BOOST AP AND HP THE MORE DUMBBELLS YOU HAVE, HELPS CONFRONT HIGHER EVOLUTION ENEMIES.

RAISING THE DIGIMON

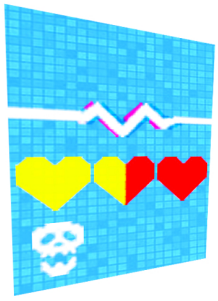
ODYSSEY STATUS AND HEAL:

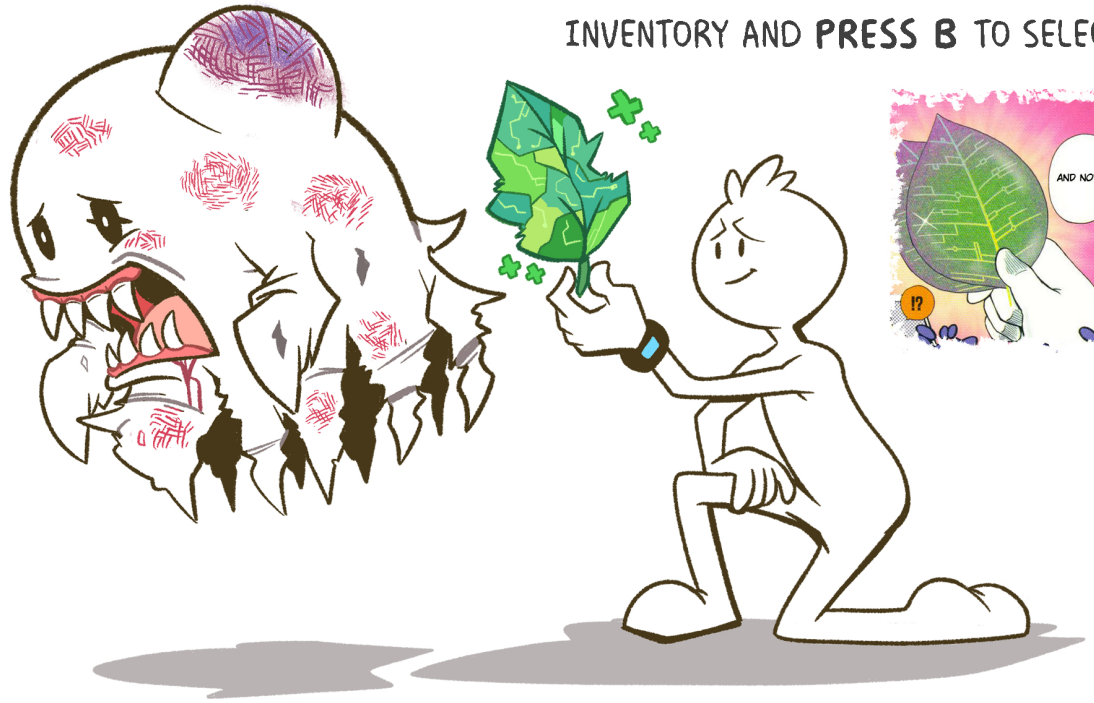


AS YOU TRAVEL IN THE ODYSSEY MAP IT'S **IMPORTANT** THAT YOU KEEP TRACK OF YOUR DIGIMON'S BOND, DIGI-CORE HEALTH AND INJURY COUNTER. THEY ARE **ALL RELATED,** AS THE BOND GOES DOWN YOUR DIGIMON WILL LOSE MORE HEARTS AFTER A LOSE, THE MORE HEARTS ARE GONE THE **HIGHER** THE RISK OF **INJURY** OR EVEN **DEATH** IF YOUR DIGIMON LOSES A BATTLE. GET **4 INJURIES** IN **ONE DAY** AND YOUR DIGIMON DIES.

TO MAKE SURE THAT DOESN'T HAPPEN WHEN IN ODYSSEY **PRESS B** TO VIEW YOUR DIGIMON'S VITAL STATS.

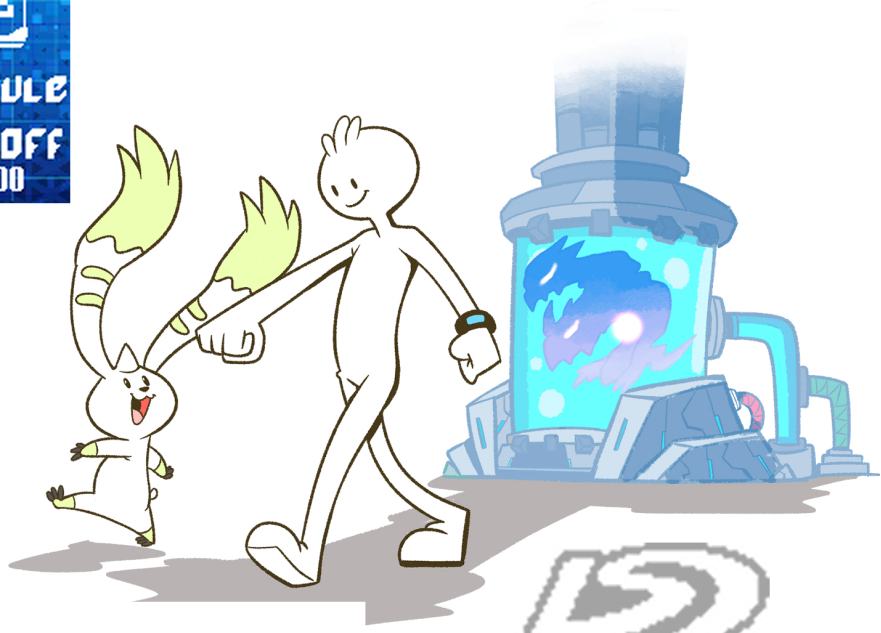
THEN AFTER THAT YOU CAN **SCROLL WITH A** TO ACCESS YOUR HEALING INVENTORY AND **PRESS B** TO SELECT.

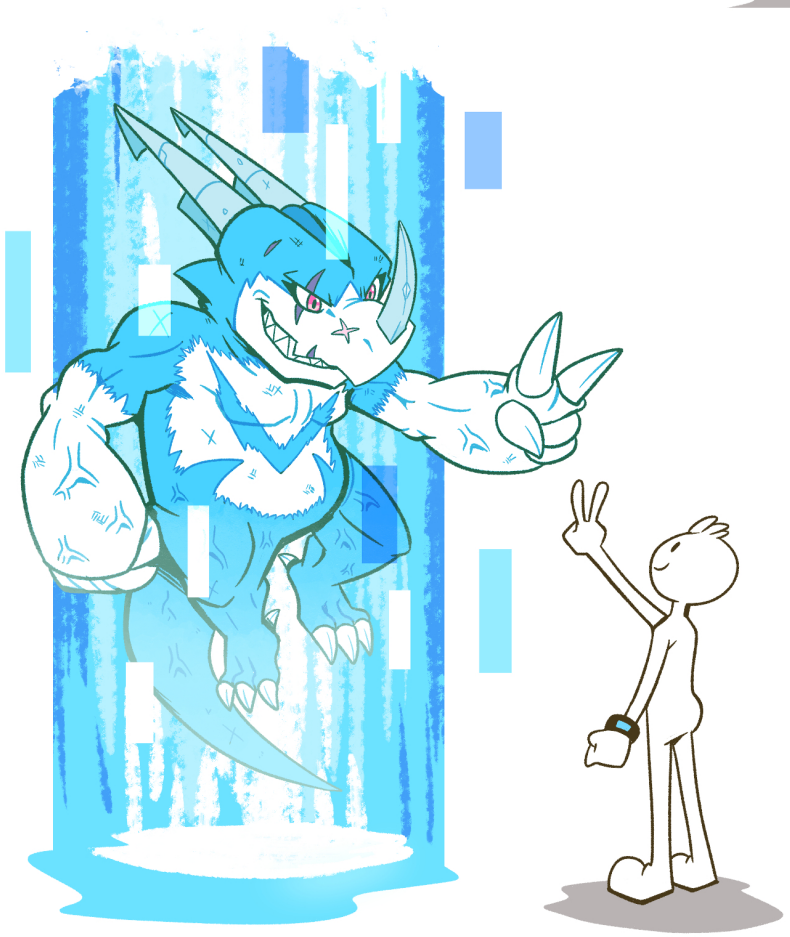




CAPSULE AND DIGIMON LINK:

NOW THAT WE'VE HAD SOME ADVENTURES IN **ODYSSEY,** LET'S GO OVER **CAPSULE.** HERE YOU CAN STORE A DIGIMON. TO TOGGLE IT'S **EVOLUTION TIMER** ON AND OFF **TAP A+B.**





LINK

THEN I YOU WOULD LIKE TO SEND YOUR DIGIMON TO THE **MAINFRAME** APPS FOR **RESEARCH DEVELOPMENT** YOU CAN DO SO WITH THE **DIGIMON LINK SYSTEM** FUNCTION.

NOTE: WHEN SENDING **TO AND FROM** THE MAINFRAME THE DIGIMON'S **HUNGER AND STRENGTH** WILL BE **FULLY DRAINED** AS THE TRANSFER PROCESS REQUIRES **SIGNIFICANT** ENERGY FROM THIER **DIGI-CORE. NOTE:** TIME MOVES DIFFERENTLY IN THE **MAINFRAME.** SO YOUR DIGIMON'S PERSONALITY **MAY CHANGE** WHILE GONE.

VS DIM TAMER BATTLES:

ON YOUR JOURNEY YOU **MAY** COME ACROSS OTHER **TAMERS** WHO **CHALLENGES YOU.** THERE MAYBE SOME TAMERS **YOU** WANT TO **CHALLENGE**. USING THE **VS DIM,** YOU MAY DO SO. **BEFORE** BATTLE USE THE **PENDULUM TRAINING** OPTION AND IT WILL BE YOUR **PENDULUM ATTACK** FOR THE **VS DIM BATTLE.**

NOTE: BY SAVING YOUR **VS DIM BIN** FILE ON THE COMPUTER YOU CAN **SEND IT** TO A FELLOW TAMER AND **ENJOY** LONG DISTANCE **NON REMOTE BATTLES.**

RAISING THE DIGIMON

SLEEP:

NOW IT'S LATE. THE DAY IS OVER AND YOUR DIGIMON IS NOW **SLEEPY.** WHAT TIME THEY GO TO SLEEP IS BASED ON THIER **ACTIVITY TYPE.** THE SAME GOES FOR WHEN THEY WILL **WAKE UP.** SINCE THESE ARE NATURAL TYPE DIGIMON THAT BEHAVE LIKE **REAL ANIMALS,** THE DIGIMON WILL GO TO BED **ON THIER OWN** IF YOU **DON'T** PUT THEM TO BED ON TIME. IT'S **IMPORTANT** THAT YOU DO AS **THE BOND** WITH YOUR DIGIMON WILL TAKE A HIT **AND** THEY **WON'T** HEAL BATTLE HEARTS OVERNIGHT .

IF YOU **MAKE THIER** BEDTIME YOUR DIGIMON WILL REST IN THE SAFETY OF THE **SLEEP ROOM,** IF NOT YOUR DIGIMON WILL SLEEP **OUTSIDE** WHICH IS **BAD CARE.**

IF YOU DO PUT YOUR DIGIMON TO BED ON TIME YOU CAN WAKE THEM UP **A COUPLE** OF TIMES AND STILL BE ABLE TO ENTER THEM BACK INTO THE SLEEP ROOM. **HOWEVER,** WAKE THEM UP TOO MANY TIMES AND THEY WILL BE **LOCKED OUT.** FORCED SLEEP **OUTSIDE** IN **THE DARKNESS.**

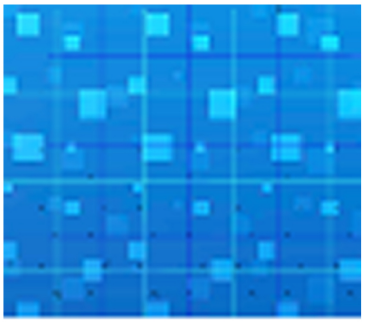
NOTE: EVERYTIME YOU **WAKE UP** YOUR DIGIMON WHEN IT'S **SLEEPY** IT WILL **STRAIN YOUR BOND.**

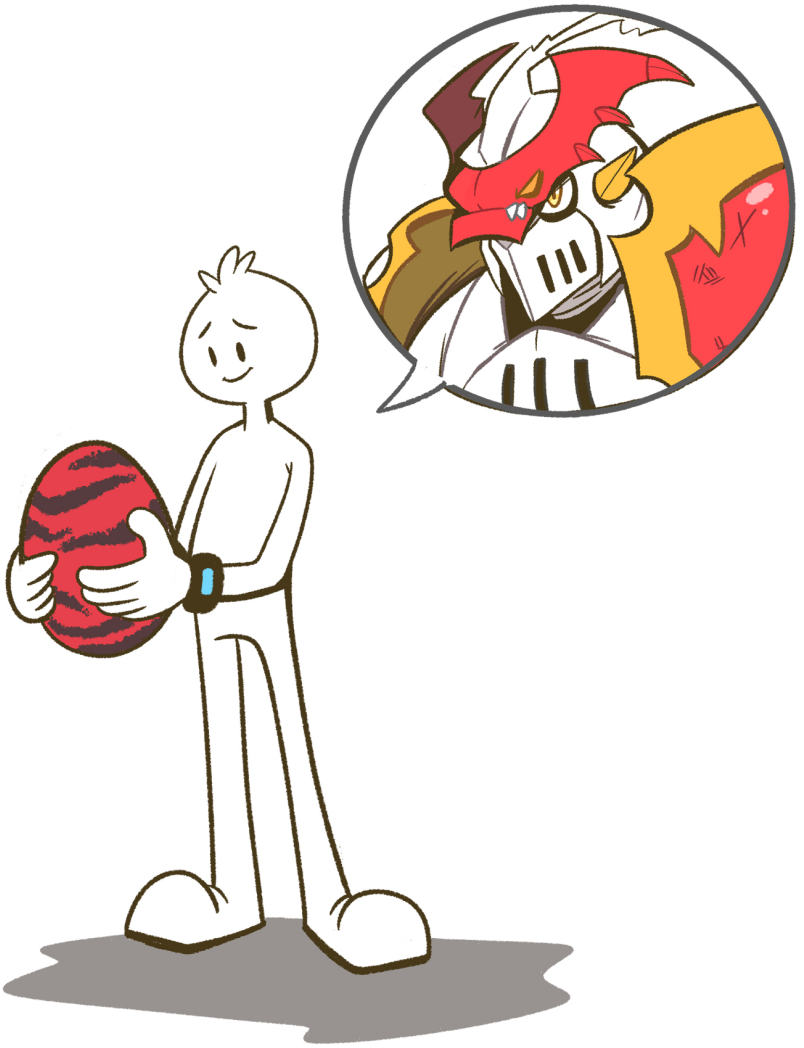
IF YOU PUT THEM TO SLEEP WHEN THEY **AREN'T SLEEPY,** THEY. WILL ONLY STAY ASLEEP FOR A FEW HOURS.

WITH THAT YOU ARE **NOW** FULLY EQUIPPED TO RAISE **YOUR DIGIMON.**

RAISING THE DIGIMON

DEATH:





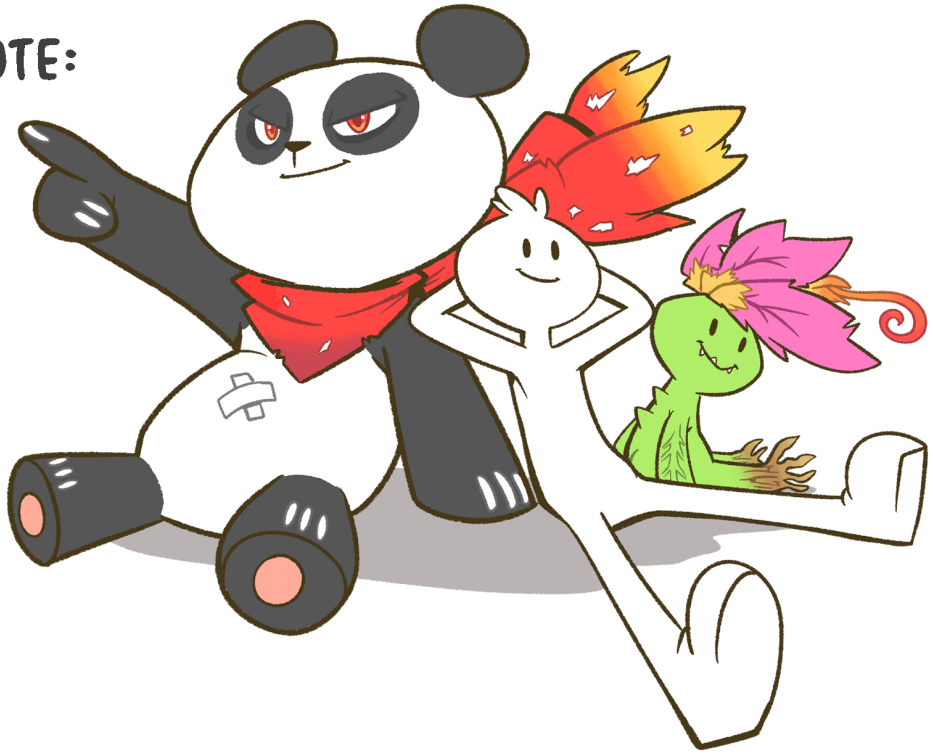
LIKE **ALL THINGS** IN THIS UNIVERSE, **NATURAL DIGIMON** ARE SUSCEPTIBLE TO **ENTROPY** AND ULTIMATELY **DEATH.** WHETHER IT BE FROM HAVING TO MANY **INJURIES** IN ONE DAY, LOSING TO MUCH **DIGI CORE HEARTS** FROM **LOSING BATTLES, STARVATION** OR SIMPLY **OLD AGE.** AT SOME POINT IF YOU **DO NOT** RETURN YOUR DIGIMON TO THE APP MAIN FRAME **THEY WILL DIE.**

HAVE HEART, DO NOT FEAR, THAT IS A **PART OF LIFE** AND WHAT MAKES RAISING DIGIMON **SPECIAL.**

WHEN THEY PASS ON THEY WILL **REGENERATE BACK** INTO A **DIGI TAMA.** DEPENDING ON **HOW LONG** AND **HOW WELL** YOU RAISED YOUR DIGIMON, THEY **MAY BE** BORN WITH A **HIGHER BOND AND BEGINNING STATS.**

SO RAISE YOUR DIGIMON WITH **DILIGENCE** AND **CARE.**

FINAL NOTE:

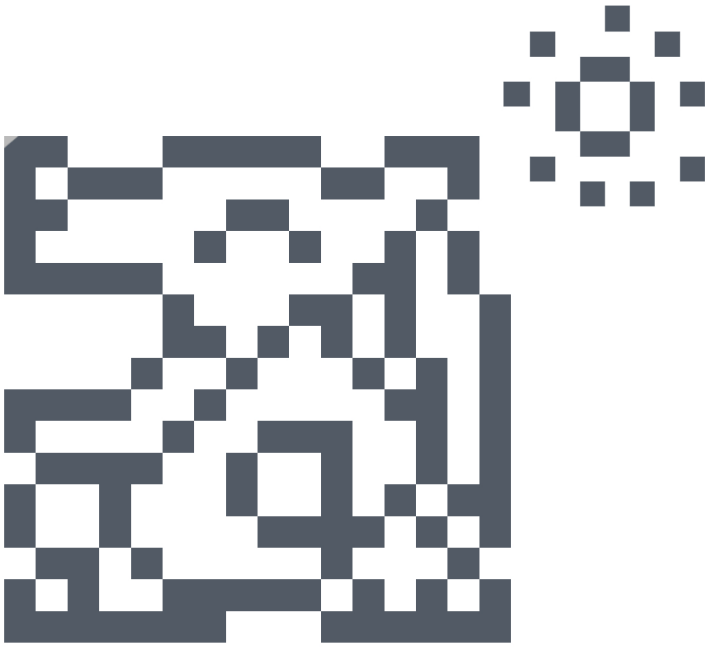


NOW YOU KNOW **ALL THE BASICS** TO RAISING DIGIMON. **REMEMBER,** EVEN THOUGH I'VE GIVEN **SUBTLE** WARNINGS, **NONE** OF THE FEATURES ARE **BAD** OR **INHERENTLY DANGEROUS.**

FROM **PRAISE AND SCOLD,** TO USING **THE PILL,** TO WAKING YOUR DIGIMON UP WHEN THEY ARE SLEEPY. EVERYTHING IN THIS EXPERIENCE IS SAFE IF USED WITH MINDFULNESS, THE SAME WAY A CHAINSAW IS SAFE WHEN USED WITH RESPONSIBILITY. SO EXPERIMENT WITH EVERY FEATURE AND COME UP WITH YOUR OWN WAY TO RAISE YOUR DIGIMON.

SOME OF THE **"NEGATIVE FEATURES"** COULD EVEN BE USED FOR YOUR BENEFIT. LIKE IF YOU WANT TO **LOSE BONDS** WITH YOUR DIGIMON AND IT'S **LATE.** INSTEAD OF USING SCOLD YOU COULD PUT TO SLEEP AND WAKE YOUR DIGIMON UP A COUPLE OF TIMES. THAT'S JUS ONE EXAMPLE

AS A CREATIVE PROBLEM SOLVING LIFE SIMULATION, DIGIMON LINK HAS **ALWAYS** BEEN ABOUT FINDING YOUR **OWN SOLUTIONS** AND THE GAME ENCOURAGES THAT AS THERE ARE MULTIPLE ROUTES TO ACHIEVE THE SAME GOAL. FURTHER, NOW THAT PENDULUM PROGRESS HAS EVOLVED DIGIMON LINK INTO A **SURVIVAL SIMULATION,** THE PATHS AND CHOICES HAVE WIDENED EVEN FURTHER. EVERYTHING I CREATE AS AN ARTIST IS MEANT TO BOOST CREATIVITY, PROBLEM SOLVING AND CRITICAL THINKING, SO KEEP IN MIND WHILE PLAYING DIGIMON LINK, THERE IS **NO CONCRETE** WAY TO PLAY. **CARVE YOUR OWN PATH.**



EXTENDED GRAPHICS AND DIM MODDING

EXTENDED GRAPHICS AND DIM MODDING

COMIC MUNCH ORIGINAL EGG HATCH SPRITES:

PROVIDED IN THE **COMIC MUNCH EXTENDED GRAPHICS FOLDER** ARE A COLLECTION OF **GRAPHICS** AND **ASSETS** CREATED BY **COMIC MUNCH.** THAT COMPLEMENT THE **DIGIMON LINK EXPERIENCE.** THESE ASSETS ARE DATA THAT'S **STORED** ON THE **DIM CARD**. SO TO APPLY THEM YOU WILL NEED TO MOD THE DIM CARDS ON **YOUR END.** MODDING DIMS IS **EASY** AND IS THE **SAME PROCESS** USED TO INSTALL DIGIMON LINK.

CLICK HERE FOR **FULL TUTORIALS** BY **COMIC MUNCH** ON HOW TO MOD DIMS

THE FIRST SET OF ASSETS CREATED MY COMIC MUNCH ARE **EGG HATCH SPRITES** THAT **ADDS** TO THE **IMMERSION** OF DIGIMON LINK AND THE **RAISING EXPERIENCE** RIGHT FROM THE START.

DIM EGGS:

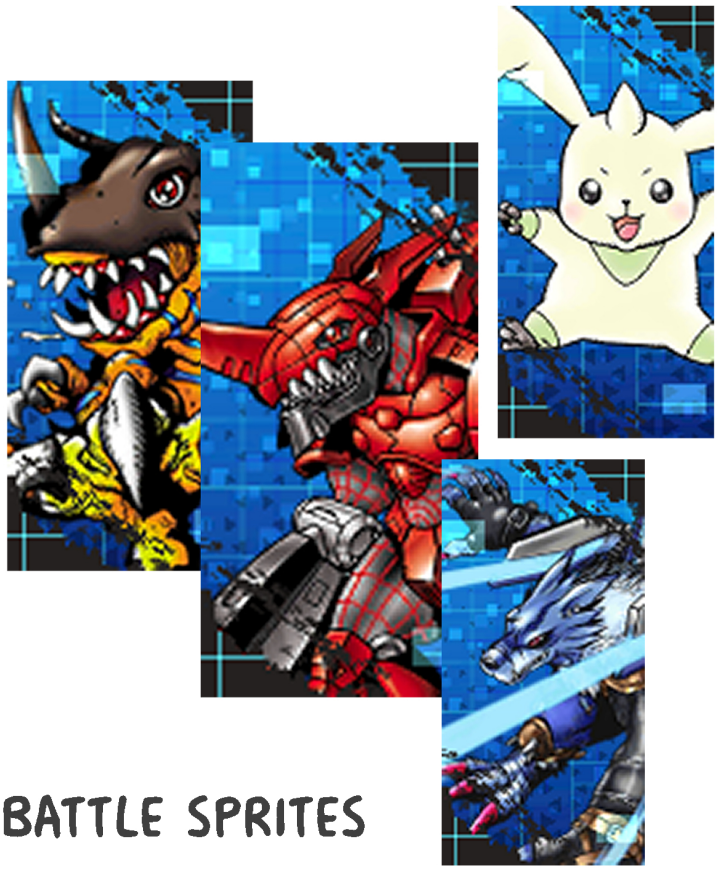
BEM EGGS:

EXTENDED GRAPHICS AND DIM MODDING

COMIC MUNCH BATTLE CUT IN GRAPHICS:

DURING **BATTLE** DIGIMON WILL HAVE **SPECIAL** CUT IN SPRITES WHEN PREFORMING THIER **FINISHING MOVES.**

YOU CAN ENJOY THESE CUSTOM **BATTLE CUT** INS THAT **THEMATICALLY** AND **AESTHETICALLY** GO WITH **DIGIMON LINK** AND ITS UI.



DIM BATTLE SPRITES

FURTHER, THESE SPECIALLY MADE CUT IN'S **ZOOM IN** CLOSER TO THE **DIGIMON'S PROFILE ART,** COMPARED TO THE STANDARD STOCK CUT INS GIVING THEM MORE OF A **DYNAMIC IMPACT.**

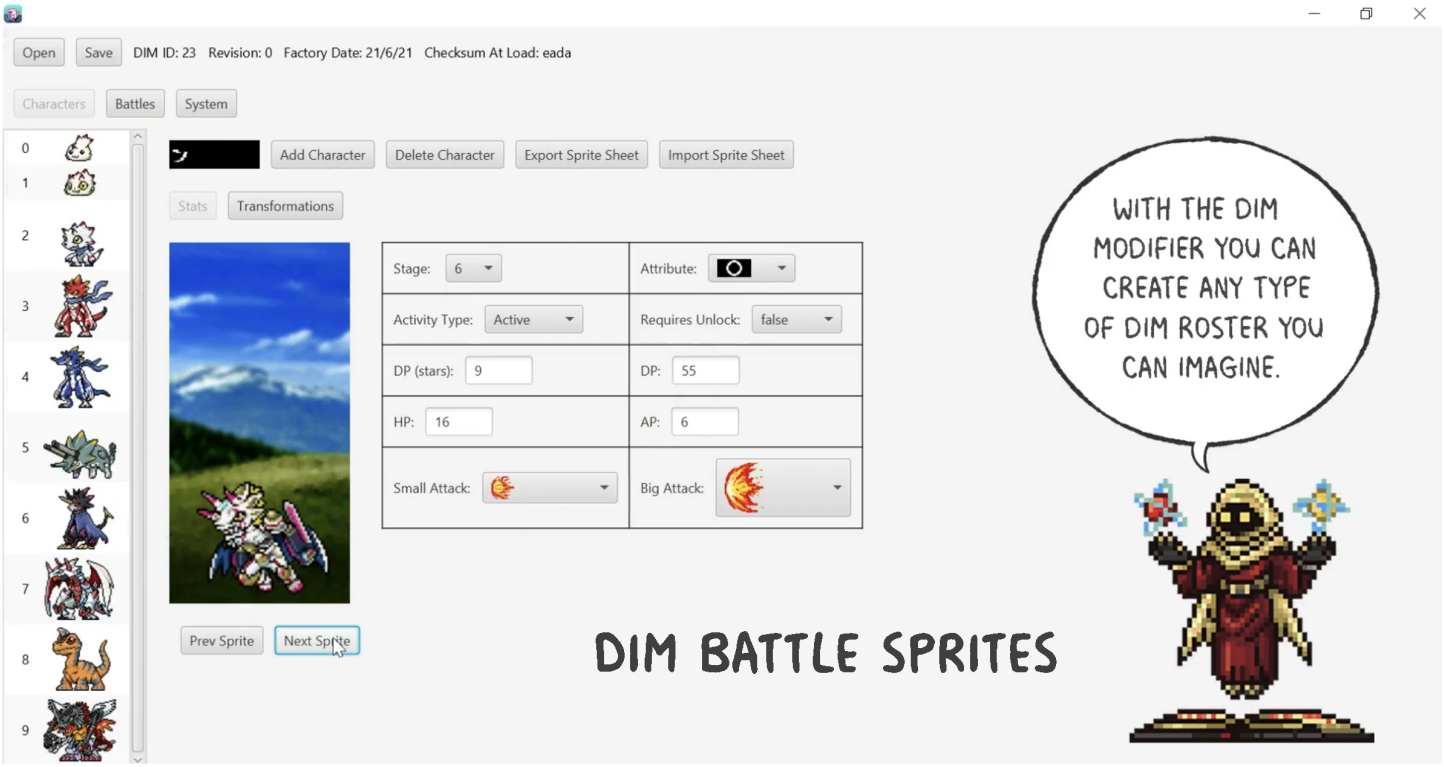
THESE ALL CAN BE FOUND IN THE **COMIC MUNCH EXTENDED GRAPHICS FOLDER.**

BEM BATTLE SPRITES

EXTENDED GRAPHICS AND DIM MODDING

MODDING AND PROGRAMMER TUTORIALS BY COMIC MUNCH:

FOR **FULL TUTORIALS** BY COMIC MUNCH, VIDEO AND WRITTEN, ON HOW TO USE THE **DIM MODIFIER PROGRAM** AND TO MAKE YOUR OWN **CUSTOM DIM CARDS**, **CLICK HERE**



TRAINING GEAR:
DIGIMON LINK
RESEARCH NOTES
DIMcard Tool v1.02
Check DIMcard
Unlock DIMcard
Backup DIMcard
Restore DIMcard
Buy me a coffee
DIMcard Tool v1.02 by Mr.Blinky May 2021
Always use the Check DIMcard option first to test correct communication with the programmer and DIMcard.
WHICH PROGRAM AND PROGRAMMER YOU CHOOSE IS BASED ON YOUR GOALS AND PREFERENCES. BELOW IS A GUIDE AND CONSIDERATIONS WHEN CHOOSING WHICH SET UP IS RIGHT FOR YOU AND YOUR INDIVIDUAL NEEDS.
CH341A + MR.BLINKY PROGRAM
COMPATIBILITY:
MR. BLINKY DIM TOOL: YES
ASPROGRAMMER: YES
CH347 + ASPROGRAMMER PROGRAM
COMPATIBILITY:
MR. BLINKY DIM TOOL: NO
ASPROGRAMMER: YES
CH341A + MR.BLINKY PROGRAM
DIRECT AND INTUITIVE INTERFACE
SELF EXPLANATORY + BEGINNER FRIENDLY
CAN UNLOCK DIMS EASILY
EVERYTHING IS 1 CLICK OF A BUTTON,
ZERO EXTRA STEPS
EASY TO READ DIM STATUS + ERROR MESSAGES
NOT AS FAST WRITING SPEED, CH341A IS ONLY FOR THE PURPOSES OF THIS MOD. CH347 IS RECOMMENDED FOR MORE ADVANCED MODS.
CH347 + ASPROGRAMMER
MODERATE TO ADVANCED INTERFACE
HAS MORE FUNCTIONS AND CAPABILITIES FOR MORE ADVANCED MODS + WORK OUTSIDE OF THE INTENDED PURPOSE OF DIGIMON LINK.
WITH CH347 HAS FASTER WRITING SPEEDS
CH347 IS RECOMMENDED FOR OTHER MODS.
FOR BEGINNERS A GUIDE IS MANDATORY
USES INDUSTRY TERMINOLOGY FOR THOSE WITH TECHNICAL FAMILIARITY
MORE STEPS TO ACCOMPLISH THE SAME TASK
NO DIRECT DIM UNLOCKING METHOD

FOR A FULL GUIDE BY COMIC MUNCH, ON UP TO DATE PURCHASING OPTIONS FOR THE **PARTS** AND INFO ON THE **FREE SOFTWARE** AND NEEDED FOR INSTALLING DIGIMON LINK

CLICK HERE

EXTENDED GRAPHICS AND DIM MODDING

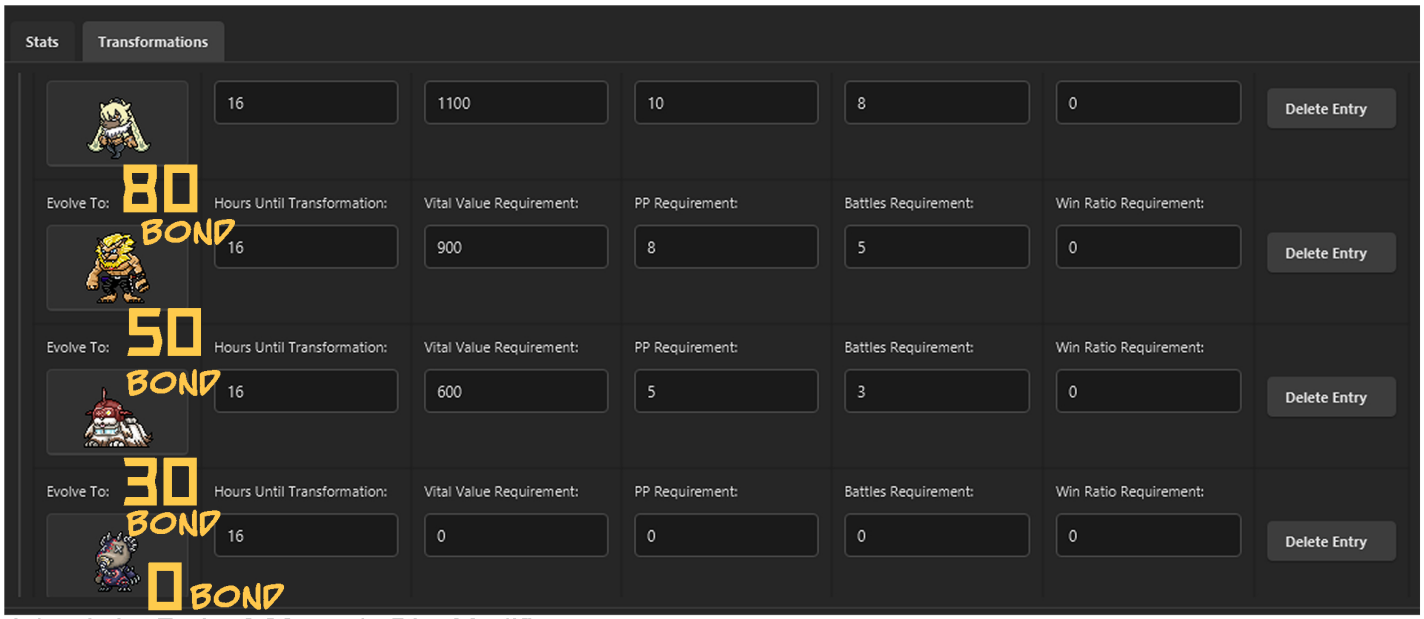
FULL SPRITE SHEET DIRECTORY BY GRIMER:

WITH **DIM MODDING** YOU CAN **EASILY APPLY** BEM MONSTERS OR CUSTOM MONSTERS AND CONTENT **INTO DIM CARDS** BY EFFORTLESSLY **IMPORTING SPRITE SHEETS** VIA DIM MODIFIER.

FOR A **FULL DIRECTORY** OF THE DIM AND BEM **SPRITE SHEETS,** DIM AND BEM **WALLPAPERS** AND MORE **GRAPHIC RIPS** OF THE VITAL BRACELET BY **GRIMER**
CLICK HERE

EXTENDED GRAPHICS AND DIM MODDING

MODDING DIMS FOR TG:DL PENDULUM PROGRESS:



Aderek Art Fork of Cfogrady Dim Modifier

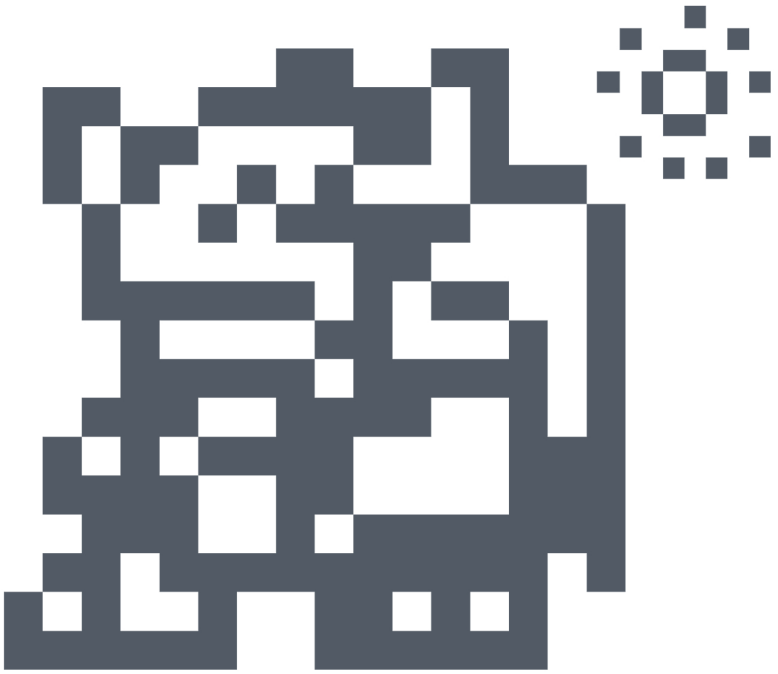
TO **MOD DIMS** FOR THE **SPECIFIC PURPOSE** OF PLAYING WITH **TRAINING GEAR: DIGIMON LINK PENDULUM PROGRESS** THE **ONLY SPECIFIC** CHANGES VS MODDING DIMS FOR REGULAR VITAL BRACELETS IS THE **EVOLUTION SECTION.**

IN PENDULUM PROGRESS YOU **DO NOT NEED EVOLUTION TROPHIES (PP POINTS) AND VITAL POINTS** IN ORDER TO EVOLVE. CHANGING THESE VALUES IN THE DIM MODIFIER WILL HAVE **NO EFFECT IN GAME** FOR PENDULUM PROGRESS. THE ONLY VALUES THAT **WILL CHANGE THE IN GAME EXPERIENCE FOR EVOLUTION ARE BATTLE REQUIREMENT NUMBER AND WIN RATIO REQUIREMENT.**

THE **BOND VALUE** IS DETERMINED IN GAME FOR PENDULUM PROGRESS AND **BASED ON ORDER PLACEMENT OF THE DIGIMON.**

EACH EVOLUTION REQUIRES A BOND AMOUNT, **80, 50, 30 OR NONE.** IF YOU WANT TO SET A DIGIMON TO BE A **SPECIFIC BOND REQUIREMENT CHANGE THE ORDER OF THE DIGIMON IN DIM MODIFIER**. 80 IS THE FIRST SLOT, 50 IS THE SECOND SLOT, 30 IS THE THIRD AND NO REQUIREMENT IS THE FOURTH SPOT.

FOR **MULTIPLE CHILD DIMS** IT'S **40, 20 AND 0**. IN THE SAME PLACEMENT ORDER.



CREDITS

CREDITS

COMIC MUNCH:

ROLE: AUTHOR, DIRECTOR, SPONSOR, GRAPHIC ARTIST, LAYOUT DESIGNER, CREATIVE PROBLEM SOLVER, BETA BUILD AUDITOR AND THE ARCHITECT OF THE ORIGINAL GAME LOOP SYSTEMS THAT MAKE UP THE ORIGINAL EXPERIENCE OF **TRAINING GEAR: DIGIMON LINK.**

NAMING OF THE PROJECT: TRAINING GEAR: DIGIMON LINK

ALL IN GAME LAYOUTS, ART AND GRAPHICS:
VER 1, VER 2, VER 3

CONCEPTION AND BLUEPRINTS OF GAME LOOPS AND ORIGINAL LOGIC ARCHITECTURE:

ORIGINAL DYNAMIC HUNGER AND STRENGTH METER SYSTEM
BOND PULSE REWARD AND PENALTY SYSTEM
PRAISE AND SCOLD
STEP REQUIREMENT SYSTEM
FOOD RATION AND ODYSSEY FINDING SYSTEM
POWER AND SHIELD TRAINING
ODYSSEY ENCOUNTER AND FOOD FINDING SYSTEM
DIGI-CORE BATTLE HEALTH SYSTEM
SLEEP CARE, AUTOMATIC SLEEP AND WAKING UP SYSTEMS
DIGIMON CALL TO ACTIONS, FEED CALL, TRAINING CALL AND ADVENTURE CALL
PENDULUM BATTLE MECHANICS, ORIGINAL MEGA HIT, TERA SHOT AND TEAM STRIKE
SLEEP HEALING SYSTEM
DIGIVICE DE EVOLUTION SYSTEM
DIGIMON NATURAL AGED DEATH SYSTEM
COCKY MOOD SYSTEM
DATE PAGE DESIGN / VISUAL DAY AND MONTH + EVOLUTION SCROLL + TIMER

CREDITS

COMIC MUNCH CONCEPTION AND BLUEPRINTS OF GAME LOOPS AND ORIGINAL LOGIC ARCHITECTURE EXTENDED:

STORAGE TIMER QUALITY OF LIFE ADDITION
PENDULUM INTERRUPT TIMER SYSTEM PLANNING
JOGRESS TOGGLE ON AND OFF
TRAINING BACKLIGHT + SOUND TOGGLE ON AND OFF
TRAINING TOGGLE PLANNING BETWEEN ALL FOUR TRAINING TYPES SQUAT, JOG, BOX AND CRUNCH
DYNAMIC TIME BASED WALLPAPER SYSTEM
DIGIMON HAPPY TRAINING HOURS SYSTEM
DIGIMON POOP SYSTEM
INSTANT HEAL QUALITY OF LIFE IMPROVEMENT IN VER 1 + 2
FOOD SYSTEM PLANNING AND THIER INDIVIDUAL EFFECTS IN GAME
TROPHY POWER SYSTEMS
STAT RAISING SYSTEMS
ODYSSEY (ADVENTURE MODE) ENEMY STAT ADJUSTMENTS
BUTTON PROMPTS AND SYSTEM NAVIGATION PLANNING ARCHITECTURE
CONCEPTION OF EXCHANGING VS DIM BINS TO BATTLE LONG DISTANCE
MOOD METER AND PULSE BOND INCREMENT PLANNING AND ARCHITECTURE
HEART RATE MONITOR NOTIFICATION ARCHITECTURE AND NEW TRAINING MODE SHAKE REQUIREMENTS
PENDULUM TRAINING SYSTEM

MEDIA:

CREATION OF ALL DIGIMON LINK TRAILERS AND PROMOTIONAL MATERIALS
WRITER AND CREATOR OF VER 1, VER 2 , VER 3 RESEARCH MANUALS
ORIGINAL EGG SPRITES AND BATTLE CUT INS
VIDEO AND WRITTEN TUTORIALS FOR DIM MODDING AND DIM PROGRAMMER
ALL ORIGINAL ARTWORK IN THE DIGIMON LINK PENDULUM PROGRESS MANUAL

CREDITS

CYANIC:

ROLE: TECHNICAL IMPLEMENTATION OF ALL OF COMIC MUNCH'S ORIGINAL ARCHITECTURE AND GAME PLANNING VIA ADVANCED **REVERSE ENGINEERING** OF BANDAI'S ORIGINAL VITAL BRACELET SYSTEMS AND ARCHITECTURE.

VEAK DESIGNS VITAL PET ORIGINAL CONTRIBUTIONS:
ORIGINAL DATE PAGE IMPLEMENTATION THAT COMIC MUNCH BUILT ON TOP OF EVOLUTION TIMER DISPLAY

.

VBBE MOD ROLL UP ORIGINAL CONTRIBUTIONS:
INSTANT BATTLE
12 HOUR CLOCK DISPLAY
HOME SCREEN DIGIMON ANIMATION FIX (PREVENTS DIGIMON FROM CONSTANTLY BEING IN WALKING STATUS)
REPEATED TRAINING CYCLE LOOP

DIGIMON LINK ORIGINAL CONTRIBUTION:
DIGIMON ALARM

DTATHEMES:

ROLE: APPROACHING COMIC MUNCH AS A MINORITY BACKER, SAYING HE WOULD LIKE TO SEE WHERE CONCEPT COULD GO PAST VER 1. WHICH RESULTED IN THE CREATION OF **VER. 2 PENDULUM.**

DIGIMON LINK ORIGINAL CONTRIBUTION:
DIGIMON ROULETTE

SPECIAL THANKS:

CYANIC: THANK YOU FOR THE PROFESSIONAL WORK IN TAKING MY HIGH-CONCEPT BLUEPRINTS THAT SIGNIFICANTLY ALTERED THE VITAL BRACELET SYSTEM ARCHITECTURE AND TRANSLATING MY GAME LOOPS INTO WORKING, SMOOTH, PROFESSIONAL CODE.

I AM VERY PROUD OF THE PROFESSIONAL WORK THAT WE'VE BOTH DONE IN THIS PROJECT, AND PROUD OF THE RECORD-BREAKING TIME THAT WE DID IT IN.

DTATHEMES: THANK YOU FOR THE FAITH IN DIGIMON LINK AND FOR REQUESTING THAT DIGIMON LINK EXPAND PAST VER. 1. I DIDN'T PLAN TO BE WORKING ON DIGIMON LINK 1 YEAR LATER AFTER ITS FIRST RELEASE IN MAY 2025. I'M GLAD, YOU INFLUENCED FURTHER WORK INTO DIGIMON LINK AS I TRULY CONSIDER PENDULUM PROGRESS THE DEFINITIVE EDITION AND IT WOULDN'T BE HERE WITHOUT BUILDING OFF THE STEPS OF VER. 2 PENDULUM.

JOSHROAMINGPANDAS: THANK YOU FOR YOUR ENERGETIC INTEREST AND SUPPORT IN DIGIMON LINK, ALL THE AWESOME DIGIMON LINK THEMED SHIRTS AND FOR CREATING SPECIAL ADVENTURE DIMS WHICH WOULD INSPIRE THE SPECIAL TIE IN FEATURE IN PENDULUM PROGRESS AND FOR INCLUDING DIGIMON LINK AS A PART OF YOUR AMBITIOUS PROJECT.

THE DIGIMON LINK PLAYERS: THANK YOU ALL FOR ENJOYING TRAINING GEAR: DIGIMON LINK AND THE EFFORTS PUT INTO THIS PROJECT. WHETHER DIGIMON LINK INSPIRES YOU TO EXERCISE, YOU PLAY IN A SHELL LIKE A TRADITIONAL VPET, OR WHETHER YOU CHALLENGE OTHERS TO LONG DISTANCE VSDIM BATTLES, SEEING THE FUN YOU ALL HAVE BEEN HAVING THE PAST YEAR IS WHAT I AIM FOR AS A CREATOR.

MY MOTHER AND FATHER: THANK YOU FOR ENCOURAGING MY CREATIVITY FROM AN EARLY AGE AND ALWAYS HAVING FAITH IN MY EFFORTS AND PURSUITS. THANK YOU FOR GIVING ME MY OUT OF THE BOX LATERAL THINKING, TO WHICH THIS PROJECT'S CREATION OWES IT EXISTENCE. YOUR SUPPORT EMPOWERED ME TO LOOK PAST STANDARD PROCEDURES AND TO THINK INDEPENDENTLY AND CREATIVELY.

FREQUENTLY ASKED QUESTIONS

Q: I DON'T UNDERSTAND. WHAT DOES THIS MODIFICATION DO? WHY IS IT SPECIAL? ISN'T IT JUST A SOFT UPGRADE OF THE VH?

A: THAT'S UNDERSTANDABLE, AS EVERY MODIFICATION BEFORE THIS ONE—TO ANY OFFICIAL BANDAI DIGIMON LCD, VITAL BRACELET, OR DIGIMON COLOR SERIES—HAS BEEN A QUALITY OF LIFE MODIFICATION. THEY ADDED VERY APPRECIATED IMPROVEMENTS, BUT DID NOT ALTER THE CORE GAMEPLAY OR PLAYER EXPERIENCE.

WHAT MAKES DIGIMON LINK DIFFERENT IS THAT IT IS THE VERY FIRST MODIFICATION OF A BANDAI DIGIMON DEVICE THAT DRASTICALLY CHANGES THE CORE GAMEPLAY COMPONENTS ADDING GAME LOOPS NOT SEEN BEFORE, CREATED 100% NEW, DEBUTING IN TRAINING GEAR: DIGIMON LINK.

INSTEAD OF VIEWING DIGIMON LINK AS A SIMPLE "VH MOD," IT IS BETTER UNDERSTOOD AS A GAME EXPANSION THAT ADDS NEW GAMEPLAY LOOPS, FEATURES, AND EXPERIENCES NEVER BEFORE SEEN ON THE HARDWARE.

THE BASE VITAL BRACELET IS A COMBINATION OF A DIGIVICE AND TRADITIONAL DIGIMON V-PETS, TAKING THE BARE BONES OF EACH. WHAT DIGIMON LINK ACCOMPLISHES IS FLESHING OUT THAT COMBINATION BY ADDING SIGNIFICANTLY MORE CARE ELEMENTS AND PEDOMETER-STYLE DIGIVICE FEATURES, ALL WHILE MAINTAINING THE CORE FITNESS ASPECT OF THE VITAL BRACELET.

Q: IF IT TURNS THE VITAL BRACELET INTO A VPET, WHY NOT JUST GET THE PENDULUM COLOR OR A TRADITIONAL DIGIMON VPET?

A: DIGIMON LINK IS A UNIQUE EXPERIENCE, NOT A 1:1 RECREATION OF TRADITIONAL V-PETS, NOR IS IT A SIMPLE ADDITION TO THE VITAL BRACELET'S BASE LOOPS. IT IS A BRAND NEW EXPERIENCE COMBINING VARIOUS ELEMENTS OF DIGIMON LCD TOYS. YOU ACTUALLY LOSE FEATURES WITH THE DIGIMON COLOR SERIES, AS DIGIMON LINK HAS MORE GAME LOOPS. WHAT YOU GET WITH DIGIMON LINK IS THE INTERACTION OF A TRADITIONAL V-PET, COMBINED WITH THE LIVE ENGAGEMENT OF GAMIFIED FITNESS.

Q: I HEARD DIGIMON LINK FOCUSES MORE ON THE VPET ASPECT AND OMITS MUCH OF THE FITNESS ANGLE OF THE VITAL BRACELETS.

A: SIMPLY NOT TRUE. IN FACT, IN A LOT OF WAYS, DIGIMON LINK ENHANCES THE FITNESS ELEMENTS EVEN MORE THAN THE ORIGINAL VB. AS STATED PREVIOUSLY, I HAVE SEEN THE POSITIVE EFFECTS OF THE VITAL BRACELET'S GAMIFIED FITNESS IN MY OWN LIFE, SO IT HAS BEEN MY ABSOLUTE PRIORITY TO RETAIN THE FITNESS ANGLE WHILE REINTRODUCING CHERISHED CARE MECHANICS INTO THE VITAL BRACELET ECOSYSTEM.

Q: SO YOU CAN ONLY ENJOY DIGIMON LINK IF I EXERCISE?

A: NOT AT ALL. WHILE PROMOTING FITNESS HAS ALWAYS BEEN THE GOAL, DIGIMON LINK IS DESIGNED SO THAT IT CAN BE ENJOYED WITH AN ACTIVE PLAY STYLE OR A SEDENTARY PLAY STYLE. THERE IS AN EQUAL AMOUNT OF FANS WHO ENJOY DIGIMON LINK AS A FITNESS GAME AND AS A TRADITIONAL V-PET VIA PLAYING IT IN A MODDED SHELL.

Q: WHY IS DIGIMON LINK ON THE VITAL HERO AND NOT THE BE?

A: I SAW AN OPPORTUNITY WHEN VITAL HERO DEVICES WERE LIQUIDATED IN WESTERN MARKETS. THE BIGGEST DIFFERENCE BETWEEN THE BE AND PAST VITAL BRACELETS WAS SOFTWARE, NOT HARDWARE. BY BEEFING UP THE SOFTWARE OF THE VITAL HERO, THE MOST ACCESSIBLE VITAL BRACELET FOR WESTERN FANS, THERE WAS NO PRACTICAL BENEFIT TO SPENDING SO MUCH MONEY BUYING OR REPLACING BES. IRONICALLY, FURTHER DURING DEVELOPMENT I WAS MADE AWARE BY CYANIC THAT THE BE DOESN'T HAVE ENOUGH SOFTWARE MEMORY TO HOST DIGIMON LINK, AS IT USES MOST OF ITS MEMORY ON EXTRA DIGIMON AND CHARACTER STORAGE SLOTS.

I AM SYMPATHETIC TO FANS WHO DO NOT LIVE IN AREAS WHERE THE VITAL HERO IS READILY AVAILABLE FOR $10–$15. HOWEVER, THE DEV TEAM IS CONFIDENT THE AMOUNT OF QUALITY PUT INTO DIGIMON LINK WILL RETURN YOUR INVESTMENT. EVEN IF THE SOFTWARE IS HOSTED ON AN AFFORDABLE DEVICE, THE AMOUNT OF CRAFTSMANSHIP PUT INTO DIGIMON LINK BY MYSELF AND CYANIC GOES WAY BEYOND THAT PRICE POINT.

Q: WILL DIGIMON LINK BE PORTED TO ANY OTHER VITAL BRACELET?

A: NO. FIRMWARE DIFFERENCES PREVENT PORTING WITHOUT THE NEED FOR SIGNIFICANT RESOURCES AND TIME, RESOURCES THAT I HAVE DECIDED TO FOCUS INSTEAD ON THE FURTHER DEVELOPMENT AND INNOVATION OF DIGIMON LINK, WHICH HAS RESULTED IN THE PENDULUM AND NOW PENDULUM PROGRESS UPDATE. IF I HAD FAVORED PORTING WE WOULD STILL BE AT VER. 1 WITH DIGIMON LINK ON THE DIGIVICE V AND ORIGINAL VITAL BRACELET. I'LL ALWAYS BE IN FAVOR OF EXPANDING THE GAMEPLAY ON ONE DEDICATED DEVICE LIKE WHAT HAS BEEN DONE IN VER. 2 AND 3 THAN BEING STUCK AT VER 1 WHILE HAVING IT AVAILABLE ON MULTIPLE VITAL BRACELETS.

Q: DO BEM CARDS WORK WITH DIGIMON LINK?

A: NO. HOWEVER, IT IS TECHNICALLY POSSIBLE, AND THE DIGIMON LINK DEV TEAM HAS LOOKED INTO IT AS A FUTURE POSSIBILITY. IN THE MEANTIME, YOU CAN ENJOY ALL OF THE BE DIGIMON ON DIGIMON LINK VIA DIM MODDING, AS MANY FANS HAVE ALREADY SUCCESSFULLY DONE. TUTORIALS ARE LINKED IN THIS MANUAL.

Q: DOES DIGIMON LINK WORK WITH NFC AND APPS?

A: YES, DIGIMON LINK WORKS WITH ALL APPS AND THE NFC CONNECTIONS WORK AS THEY DO IN THE STOCK GAME.

Q: DOES DIGIMON LINK WORK WITH MODDED DIMS?

A: YES, DIM MODDING IS A PART OF THE CORE DIGIMON LINK EXPERIENCE. TUTORIALS ARE LINKED IN THE MANUAL ON FURTHER INFORMATION ON DIM MODDING.

Q: CAN I USE A MICRO SD TO INSTALL DIGIMON LINK?

A: NO. YOU NEED THE SAME PARTS NEEDED FOR MODDING DIMS. MORE INFORMATION IS PROVIDED IN THE INSTALLATION PART OF THIS MANUAL.

Q: IS ANY SOLDERING INVOLVED IN THE MAKING OF THE DIM PROGRAMMER STICK?

A: NO.NOT UNLESS YOU BUT THE MICRO PORT THAT DOESN'T COME WITH PRE SOLDERING THE SOLDERED VERSION IS USUALLY A DROP DOWN OPTION IN EACH LISTING.
IF YOU LIVE OUTSIDE THE US YOU CAN PURCHASE A FULLY ASSEMBLED PROGRAMMER AS WELL. LINKS PROVIDED IN THE INSTALLATION PART OF THIS MANUAL.

Q: WHAT IS BEHIND THE NAME TRAINING GEAR: DIGIMON LINK?

A: THE ENTIRE NAME IS A SPECIFIC LORE REFERENCE DETACHED FROM TYPICAL WESTERN TERMINOLOGY WHICH USUALLY DEFINES THE LCD TOYS AS SIMPLY "DIGIMON VPETS" OR "BRICKS". IN THE JAPANESE FANDOM, "TRAINING GEAR," "BREEDING GEAR," AND "RAISING GEAR" ARE THE TRADITIONAL NOUNS USED BY FANS TO CLASSIFY ALL COMPACT DIGIMON V-PET HARDWARE. THEREFORE, "TRAINING GEAR" ACKS AS THE CATEGORY TYPE, SIMILAR TO THE TERM "VPET".

"DIGIMON LINK" IS THE ACTUAL CORE NAME OF THIS SPECIFIC EXPANSION PROJECT. AS THIS EXPANSION "LINKS" YOU WITH A DIGIMON. THAT SAID, "DIGIMON LINK" IS ALSO A DEEP LORE REFERENCE AS WELL. THE "DIGIMON LINK SYSTEM" WAS USED AS MARKETING FLAVOR TEXT FOR THE CLASSIC JAPANESE D-3 TOYS, AS WELL AS THE NAME OF THE "DIGIMON LINKER" VITAL BRACELET SEEN IN DIGIMON SEEKERS.

BECAUSE "TRAINING GEAR" REPRESENTS DIGIMON V-PETS AND THE "DIGIMON LINK SYSTEM" ORIGINATED FROM DIGIVICE ORIGIN, TRAINING GEAR: DIGIMON LINK SYMBOLIZES THE UNITY OF V-PET CARE MECHANICS AND DIGIVICE GAMEPLAY INTEGRATED INTO ONE DEVICE.

TERMS OF SERVICE & POLICY

TRAINING GEAR: DIGIMON LINK IS A FAN PROJECT DISTRIBUTED FOR FREE FOR THE PURPOSE OF COMMUNITY AND PUBLIC ENJOYMENT. NOT FOR COMMERCIAL GAIN.

DIGIMON LINK IS NOT FOR EDITING, RESALE, REDISTRIBUTION OR COMMERCIAL USE IN ANY FORM.

DIGIMON, AND ALL RELATED NAMES, LOGOS, CHARACTERS AND TRADEMARKS ARE THE PROPERTY OF BANDAI NAMCO ENTERTAINMENT INC.

TRAINING GEAR: DIGIMON LINK IS AN UNOFFICIAL FAN WORK AND IS NOT AFFILIATED WITH, ENDORSED BY, OR LICENSED BY BANDAI.

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